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WEEKLY
CHECKER
JOURNAL
1891-95

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Book .W4

GEORGE W. DEARBORN
COLLECTION

JAMES P. REED,

THE "LITTLE GIANT OF THE WEST,"
WHOSE GENIUS AT CHECKERS
STARTLED HIS GENERATION.

BORN FEB., 1858—DIED DEC., 1899.

THE

Weekly Checker Journal.

VOL. I. PITTSBURGH, DECEMFER, 30, 1891. NO. 1.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS.

United States and Canada.....$1.50
All foriegn subscribtions.....7s.
All communacations shoulc be addressed to Jas. P. Reed, 15 Clark st., Pittsburgh, Pa.

OUR BOW.

In publishing the WEEKLY CHECKER JOURNAL, we think we are supplying a void in the checker world which will be hailed with delight by all checkerists.

It is not our intention to make any profuse promises, which we would not be able to carry out, but when we say that it is our intention to make the JOURNAL the ideal checker magazine, it is without boasting and give the following reasons why it will be *the magazine*.

First—In the matter of games, should we not have good, practical and instructive games contributed; we will select them, when they cannot be selected we will *make* them.

Second—Our problems will always be given to teach all gradss of players, and especially those who desire to advance in cross-board end games.

Third—We shall be able to all checker gossip before our readers from three days to a week in advance of any of the checker columns, as it is our intention after this number, to be on the press every Wednesday, which will enable us to give our readers the very earliest foriegn and domestic checker news.

THE AMERICAN CHECKER REVIEW.

Havin brought Volumne III of the *A C. R.* to a successfull completion, with the exception of the index which should go the Volumne, we congratulate ourselves on having completed an undertaking that no other checker player would or could have done under the same circumstances in which we were placed. Our connections with Volumne III of the *Review* were simply as an employee, and in giving months of our time gratuitously, after Mr. Roberts failure, we did what we what we would do again under similar circumstances. When our connections with the *Review* were severed. we had No. 12 Volumne III, completed with the exception of about four hours work, and as it savored too much of a 35 cent book for 8⅓ cents, it was changed that it would not hurt the sale of the last Barker-Reed match. We would only be too pleased to have our connections with the *Review* bublished in full, and feel assured that the checker player of the world can see nothing but pure love of the game has been our consideration in everything pertaining to our favorite game.

A restricted match of 30 games has been arranged to take place March 19, 1892 between D. G. M'Kelvie and J, Searight both of Glasgow, for a purse of £50. Mr. Searight is eon of Scotland's most promising young players, and should he defeat M'Kelvie he certainly will be a coming champion.

The three oldest checker clubs in Graet Britain are the South Shields club, organized February 17, 1879. The St George's club, Glasgow, organized January 12, 1881, and the Polytechnical Institute, London, October 31, 1882.

Problems No. 3 and 4 are selected from the Liverpool *Mercury* prize competition, No. 3 is by a well-known American broblemist, who will every now and then grace our columns with his compositions.

Mr. Reed will visit Washington, Pa., this week and give a blindfold exhibition of six games, he will also play all comers across board.

The Washington, Pa., *Jouranl* is to start a checker column with Mr. W. H. H. Staurt as editor.

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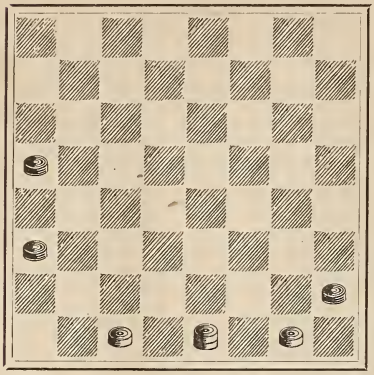
PROBLEM NO. 1.

By H. R. Hall Jr., Momence, Ill.

black.



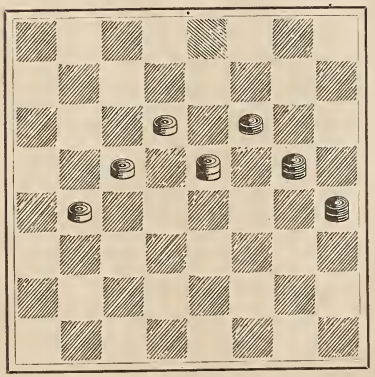
white.

White to move and win.

PROBLEM NO. 2.

By Chas. F. Barker, Boston, Mass.
Derry News.

white.



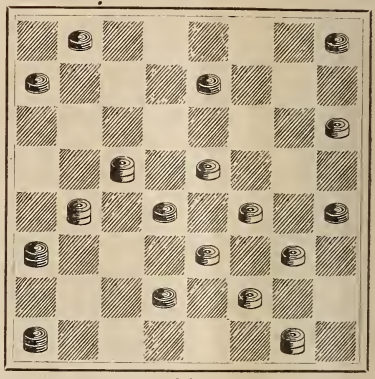
black.

Black to move and draw.

PROBLEM NO. 3.

By "America."

black.



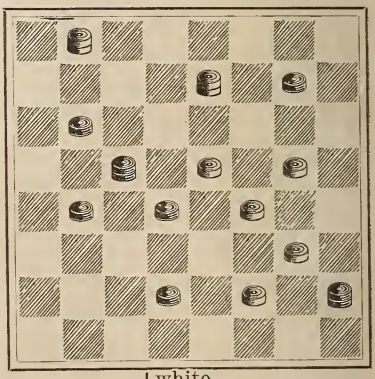
white.

White to move and win.

PROBLEM NO. 4.

By "Nettete."

black.



white.

White to move and win.

Jos. Brown Jr., of the Woonsocket *Reporter* is quite ill. Mr. D. Calvert, his co ditor, is atte nding to the game andprom departments.

Henry Meyer, of Reading, a strong player and an analyzer of ability, died very suddenly December 23.

H. F. McAteer, President of the Pennsylvania State Checker Association, has presented the Liverpool, England, Free Library with a copy of Lyman's "Book of Problems."

208 pages of first-class checker matter for $1.50. You can't be without it,

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31

Games.

Game No. 1—Single Corner.

The following two games were played rt the Home Hotel ately between R. W. Patterson and Jas. P. Reed.

Patterson's move.

11 15	23 14	6 9	15 6	17 22
22 18	11 15	22 18	2 9	26 17
15 22	24 19	8 11	19 15	13 22
25 18	15 24	31 26	16 19	32 28
8 11	28 19	11 16	23 16	5 9
29 25	6 10	26 23	12 19	6 2
4 8	25 21	7 10	30 26	9 14
18 14 *a*	10 17	14 7	14 17	2 6
10 17	21 14	3 10	15 10	14 18
21 14	1 6	18 15	9 13	6 10
9 18	26 22	9 14	10 6	19 23

Drawn.

(*a*) Becoming very fashionable lately and makes an easy game for the white.

Game No. 2—Edinburgh.

Reed's move.

0 13	24 19	2 6	31 26	18 22
22 18	4 8	26 23	1 6	25 18
10 15 *a*	19 15	13 17	24 20	14 32
18 14 *b*	12 16	32 28	3 7	21 14
15 19	23 19	9 13	19 16	9 18
24 15	16 23	28 24	8 12	8 3
11 18	26 19	6 9	15 8	6 9
28 24	6 9	14 10	12 19	3 10
8 11	30 26	7 14	33 16	7 14

B. wins.

(*a*) Best move at this point.

(*b*(Not so good as 25 22.

Game No. 3—Single Corner.

By D. P. Henry.
St Clair Republican.

11 15	10 17	11 16	6 9	15 11
22 18	21 14	26 22	13 5	24 19
15 22	1 6	16 23	16 19	11 8
25 18	26 23	22 13	6 1	26 31
9 13	13 17	7 10	19 24	8 4
29 25	31 26	14 7	1 6	12 16
12 16	8 11	2 11	24 31	4 8
18 14	24 20	18 14	10 7	26 26
10 17	4 8	11 18	18 22	30 23
21 14	28 24	24 19	7 2	19 26
16 20	8 12	8 11	31 27	
23 18	19 15	19 15	2 7	
6 10	3 8	11 16	27 24	
25 21	23 19	14 10	22 26	B. wins.

Game No. 4—Whilter.

The following two games were played in the Fifeshire v. West Lothian and District team match between Nr. A. Adamson, of Leven, and Mr. J. R. Baillie, of Bathgate.

Baillie's move.

11 15	8 11	10 19	20 24	22 15
22 17	29 16	26 23	27 20	16 11
9 14	12 19	19 26	18 23	5 9
23 19	23 7	30 23	26 22	11 4
7 11	2 11	4 8	24 26	15 11
25 22	24 19	29 25	25 21	21 17
11 16	15 24	1 5	26 30	3 7
27 23 *a*	28 19	23 19	16 12	12 8
5 9	11 15	14 17	30 25	7 10
17 13	19 16	21 14	22 18	20 16
16 20	15 18	9 18	25 22	11 20
32 27	22 15	31 26	19 26	8 3

Drawn.

(*a*) Leaves the books.

Game No. 5—Paisley.

Adamson's move.

11 16	18 9	11 16	21 14	10 15
24 19	5 14	17 13	6 10	19 10
8 11	25 22	14 17	22 17	5 9
22 18	11 15	21 14	13 22	14 5
4 8	30 26	10 17	26 16	7 21
26 22 *a*	15 24	13 9	1 5	
16 20	28 19	6 13	27 24 *d*	
22 17	8 11	25 21	20 27	
9 15	29 25	2 6	31 24	Drawn.

)*a*(Strickland sdvises 18 14 here as giving white a strong game.

(*d*)31 26 would have lost by 7 11.

Game No 6—Second Double Corner.

By Jas. P. Reed.

11 15	22 17	8 11	18 9	2 6
24 19	9 13	25 21	6 10	16 12
15 24	30 25	6 9	31 28 *a*	7 11
28 19	13 22	29 25	11 15	11 15 (1)
8 11	26 17	1 6	19 16	22 16 *b*
22 18	4 8	31 26	12 19	13 31
11 16	17 14	9 13	23 16	28 1
25 22	10 17	14 9	10 14	
16 20	21 14	5 14	9 5	Drawn.

(*a*) This move draws the thirteenth game in the late Freeman-Barker match, and no play has yet been given to prove otherwise.

(*b*) Messrs McAteer and Searight, of Glasgow, give 27 23 here and win for black as follows:

14 18	6 9	20 24	16 30	9 14
23 14	14 10	28 19	5 1	B. wins

(1)

6 9	14 18	13 31	28 10	10 7
5 1	22 17	1 6	9 13	Drawn.

Game No. 7—Single Corner.

The following are three of the games played between Wyllie and Dover during the former's visit to Bebside.—*Northern Leadre.*

Dover's move

11 15	32 28	7 11	19 16	23 32
22 18	8 12	23 7	12 19	25 22
15 22	26 22	1 18	24 6	32 27
25 18	4 8	22 15	1 10	31 24
12 16	30 26	2 18	9 6	20 27
24 19 (1	3 7	21 17	8 11	16 11
16 20	18 15	5 9	6 2	15 19
29 25	14 18	17 14	10 15	11 16
10 14 (2	23 14	9 13	2 7	19 23
28 24	9 18	14 9	18 23	16 19
7 10	26 23	6 10	7 16	Wyllie won.

(1)

29 25	6 9	31 24	25 29	6 10
9 13	24 19	17 21	8 11	13 17
18 14	2 6	24 20	29 25	2 6
10 17	18 15	8 11	11 2	17 22
21 14	9 18	15 8	25 22	6 9
16 20	23 14	6 10	15 10	18 23
23 18	13 18	18 15	22 18	10 14
6 10	27 23	10 18	10 6	22 26
25 21	8 12	20 16	5 9	19 15
10 17	23 18	17 22	6 1	12 19
21 14	4 8	8 4	9 13	32 27
1 5	28 24	22 25	1 6	23 32
26 23	20 27	4 8	3 8	30 16

Dover won.

(2)

9 13	18 15	17 21	12 8	9 13
28 24	4 8	28 24	17 22	2 7
8 11	22 18	7 10	26 17	6 9
19 16	2 7	15 11	13 22	7 11
5 9	31 26	8 15	19 12	14 18
16 12	1 5	18 11	22 26	15 10
10 14	25 22	10 14	23 19	18 23
24 19	14 17	22 18	26 31	27 18
11 16	21 14	14 17	8 3	10 27
26 22	10 17	11 7	10 14	
7 10	32 28	3 10	18 15	Drawn.

Game No. 8—Switcher.

Played at Pittsburgh between H. C Ewalt and Jos. Maize.

Ewalt's move.

11 15	18 11	7 11	23 18	9 18
21 17	8 15	27 23	11 16	23 14
9 13	24 19	11 15	26 23	6 9
25 21	15 24	32 28	16 20	
5 9	28 19	15 24	31 27	
23 18	4 8	28 19	2 7	
1 5	30 25	8 11	18 14	B. wins.

Solutions to Problems.

PROBLEM NO. 1.

32 27	28 24	26 22	15 10	30 26
28 32	18 14	15 19	6 2	19 24
27 23	24 19	14 9	10 16	26 23
32 28	31 26*	19 15	2 7	24 27
23 18	19 15	9 6	15 19	23 17
				W. wins.

PROBLEM NO. 2.

17 21	30 26	13 17	22 18	22 18
18 25	23 19	10 7 (1	3 8	12 8
21 30	26 23	17 22	18 22	18 22
19 15	15 10	7 3	8 12	Drawn.

(1)

19 15	16 11	11 7	15 11	
23 19	17 14	14 18	19 15	Drawn

PROBLEM NO. 3.

17 22	18 9	6 2	18 15	11 16
18 25	5 14	9 13	9 14	10 7
15 11	27 9	17 14	15 19	16 20
7 16	20 27	17 21	21 25	7 11
10 15	32 21	25 22	19 16	20 24
216 23	1 5	2 6	25 22	12 8
14 17	9 6	22 18	16 11	
1 14	5 9	6 9	14 10	W. wins.

PROBLEM NO. 4.

7 10	7 14	16 11	28 19	6 15
14 7	27 23	8 15	1 6	
15 10	18 27	19 10	14 7	W. wins.

A subscription match took place on th 5th Inst. between Mr. Wyllie and Mr. J. Brown, a promising young oplayfH -r r w e knle e. games were played M Wyllie winning two and nine were drawn. Mr. Brown lost the black side of the "Edinburgh" and "Fife."

THE

Weekly Checker Journal.

VOL. I. PITTSBURGH, JANUARY, ;, 1892. NO. 2.

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JAMES P. REED, EDITOR.

TERMS PER ANNUM.

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All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburgh, Pa.

Checker Chatter.

Mr. Reed's visit to Washington, Pa. has has been postponed until the 13, 14 and 15 Inst.

The checker players of the Chicago Chess and Checker club are having a handicap checker tournament with 28 entries. It would be enteresting to learn who are the leaders.

Mr. Wyllie is now entertaining the Edinburgh players. Since his return from Australia, he has played 1748 with the remarkable score of winning, 1502 losing 14 and 234 draws

A. W. Valnntine, of Rock Island' Ill., and H. S. Wood, of Moline, Ill. contested a match on New Years day to settle an old time rivalry. Valentide won by the score of four to one and four draws.

Last Saturday, Chas. F. Barker, champion of the wo'ld, visited Providenc, R. I. and played all comers, he played 35 games winning 34 and drawing 1. In the evening he played 10 games simultaneously, winning 7, losing 1 and 2 draws.

A. McPherson, formerly of Derry Depot, has issued a challenge to any player of Lawrence, Mass. to play a match for any part of one hunderd dollars, J. G. Lewis, the well-known English expert,'is now living there, and no doubt will try to own that hunderd dollars.

No. 1, Vol. IV of the *Americau Checker Review* is out, and is embelished with a handsome new cover ornamented with a checker board containing very fine cuts of Barker and Wyllie. It also has some very interesting reading matter. and the game and problem departments compare quite favorably with the former numbers.

H. F McAteer, private secretary to F. Van Dusen, chief assistant passenger agent of the Pennsylvania R. R. lines westt of Pittsburgh, will very likely become genehal advertising agent for the Pennsylvania lines west of Pittsburgh. This will be a great stride for Harry who five years ago was a brakeman in the yards.

Mr, J. W. Edgerly must have been blowing Gabriel's trumpet and awakened the Philadelphia players. He made the following scores with their leading players:

Edgerly	0;	Denney	1:	drawn	3.
Edgerly	1;	Priest	1;	drawn	0.
Edgerly	1;	Smith	1;	drawn	0.
Edgerly	2;	Scattergood	1;	drawn	0.
Edserly	7;	Winnemore	2;	drawn	7.
Total	11;		6;		10.

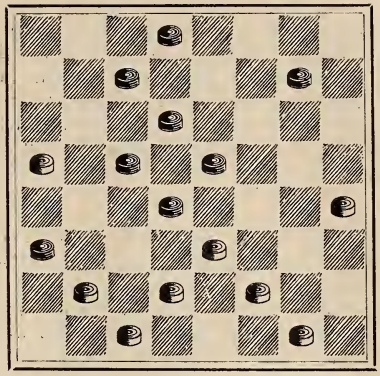
To the great number of explainers who are giving their reasons for Reed's defeat in his last match. We will say, had they been with him on the two nights previous to the third and fourth day's, play when he was unable to sleep on account of being ill, they would come to conclusion, that not only Barker, but any fair player in America could have done the same.

There is quite a discussion among some of the checker editors as to who shall succeed the late A. J. Dunlap as the recognized authority on the game. This is a question that does not concern the checker editors, but lies entirely in the hands of the leading players of the country. Champion Barker, when he choose Brown of the Woonsocket *Reporter* as his stakeholder, put his seal upon the person, we have no doubt, will be satisfactory to those players who will be the most interested in this matter.

PROBLEM NO. 5.

By Chas. Hefter, Chicago, Ill.

black.



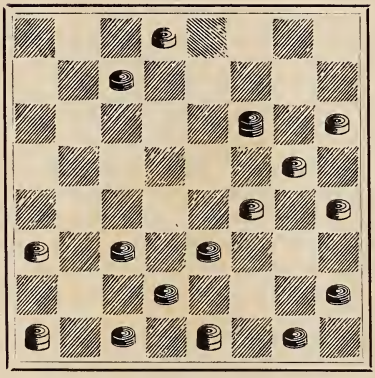
white.

Whiteto move and win·

PROBLEM NO. 6.

By Geo. H. Slocum, Chicago, Ill.

white.



black.

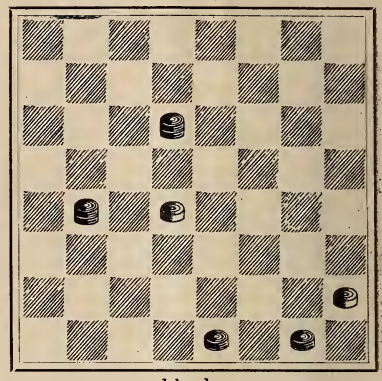
Black to move and win.

Our sister city, Allegheny, has organized a new checker club, with 35 members, at 230 Federal st. There is another club on Preble av.' which gives Allegheny the the distinction of being the only city in America having two checker clubs.

PROBLEM NO. 7.

By "Tyro."
Goven Press.

white,



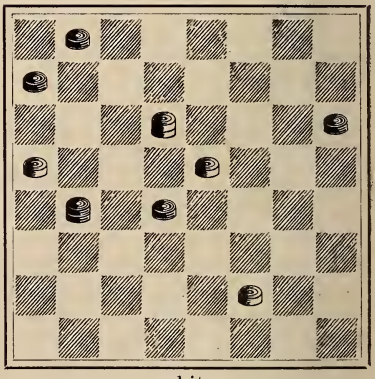
black.

Black to move and win.

PROBLEM NO. 8.

By H. C. Ewalt. Pittsburgh, Pa.

black.·



white.

White to move and win.

Another new club has been organized in this state. It meets in the building of the Y. M. C. A. at Scranton. James A. Miller is president and William Allen secretary They invite all visiting players to call and see them, and be pleasently entertained.

Games.

Game No. 9—Ayrshire Lassie.

The two following games were played between H. C. Ewalt and James P. Reed.

Ewalt's move.

11 15	8 11	10 26	10 15	10 6
24 20	29 25	31 22	6 2	18 14
8 11	9 14	9 14	28 32	19 23
28 24	22 17	27 23	2 6	21 17
4 8	6 10	5 9	32 27	24 27
23 19	25 22	12 8*	6 10	14 9
12 16	1 6	3 12	27 18	6 1
19 12	30 25	22 17	10 17	17 14
15 18	6 9	7 10	15 19	27 31
22 15	17 13	17 13	17 13	14 10
10 28	14 18	15 18	18 14	31 27
25 22	13 6	13 6	25 22	9 6
11 15	2 9	18 27	14 10	
26 23	23 14	32 23	22 18	Drawn.

Game No. 10—Edinburgh.

Reed's move.

9 13	23 18	1 6	22 13	2 7
22 18	6 9	19 15	7 10	15 10
12 16	26 23	11 16	29 25	6 15
18 14	16 20	14 10 *a*	10 19	13 6
10 17	24 19	7 14	25 21	7 10
21 14	13 17	25 22	4 8	
8 12	31 26	3 7	18 15	B. wins

(*a*) 25 22 would have given black the harder game.

Game No. 11—Double Corner.

By J. M'Ateer, Glasgow.

Goven Press.

9 14	9 13	15 24	12 19	2 6
22 18	18 9	27 11 *b*	32 27	22 18
5 9	13 22	7 16	4 8	11 16
25 22	26 17	17 14	29 25	27 24
11 16	6 22	10 17	8 11	6 10
24 19	30 26	21 14	31 22	24 6
8 11	11 15 *a*	16 19	3 7	1 17
22 17	26 17	23 16	25 22 (1	Drawn.

(1)

27 24	22 17	13 9	6 2	20 11
11 15	1 5	10 17	11 16	18 22
25 22	27 13	9 6	24 20	
2 6	6 10	7 11	15 18	B. wins.

(*a*) 10 14 at this point gives black a good game. This position also comes up in the "Bristol."

(*b*) 58 19 gives white a good game.

(*c*) This corrects game No. 226, variation *b*, played between J. H. Strudwick and J. Hill, 25 22 was played here, which allows black to draw.

Game No. 12—Dyke.

The following game was played between Mr. Wyllie and W. Benstead, lowestoft.—*Fifeshire Journal.*

Benstead' move.

11 15	11 20	11 15	15 19	31 27
22 17	22 18	25 22	31 26	11 7
15 19	9 14	9 14	19 24	27 24
24 15	18 9	26 23	22 18	15
10 19	6 22	2 7	1 5	10 19
23 16	26 17	23 19	18 9	17 10
12 19	5 9	15 24	5 14	19 23
25 22	32 27	28 19	26 22	7 2
8 11	8 11	7 11	24 27	3 8
27 23	30 26	27 23	16 11	
4 8	7 10	11 15	27 31	
23 16	29 25	19 16	23 19	Drawn.

Game No. 13—Single Corner.

Played between Messrs. Winnemore and Edgerly at Philadelphia, with Mr. Edgerly's, as he styles it, "Schoolmaster method of annotation."

Winnemore's move.

11 15	8 11	2 6†	7 10	32 27
22 18	24 19	22 17	18 14	20 16
15 22	4 8	6 10 *c*	10 15	17 22
25 18	27 23	19 16	6 2	16 11
12 16	8 12	12 19	15 18	27 23
29 25	23 18	27 24	14 10	10 7
16 20 *a*	11 16 *b*	20 27	18 23	3 10
18 14	25 22	31 6	2 6	6 15
9 18	16 23	1 10	23 27	22 26
23 14	26 19	17 13	28 24	15 18
10 17	6 9	10 17	27 32	23 14
21 14	32 27	13 6	24 20	Drawn.

[†] M. Edgerly adds the folllowing variation:

1 6 *d*	17 13	19 26	30 26	9 13
22 17 *e*	10 17	31 6	10 14	2 9
6 10	13 6	7 10	18 15	17 21*
19 16	2 9	6 2	14 17	6 10
12 19	27 23	5 9	15 11	Drawn.

(*a*) 10 14 and 9 13 are played here. 8 11 is correct, also, and may be answered by 24 20 or 18 14.

(*b*) 11 15 looks strong. 12 16 is brilliant but unsound.

(*c*) 9 13, 19 15; W. wins.

(*d*) 913 now looks worthy of trial.

(*e*) 27 23 appears to be very strong: 27 23, 3 8, 22 17, 6 10, 17 13 would be brilliant.

The above game is given to show Mr. Edgerly's "Schoolmasters' method of annotation," and also to see if some of our readers cannot make a white win after the 37th move.

Game No. 14—Double Corner.

Played at Teddington, England, between Mr. Wyllie and Mr. J. Hill.

Hill's move.

9 14	17 10	11 16	25 22	1 6
22 17	6 15	32 27	8 12	21 17
11 16	30 25	4 8	22 17	15 18*
25 22	5 9	29 25	10 15 *a*	24 15
16 19	22 18	7 10	27 24	16 19
23 16	15 22	18 14	16 20	15 11
12 19	25 18	9 18	31 27 *a*	
24 15	8 11	23 7	12 16	
10 19	27 23	3 10	17 13	Wyllie won

[*a*] I saw the crowding possibilities at *b*, when I made this move, but thought I should squeeze through by the play at *; overlooking his demolising move 15 11 —*J. H.*

[*] Mr. Hill could have drawn here by:

2 7	10 14	7 11	20 27	31 26
17 14	9 6	2 7	18 14	22 17
6 10	14 18	18 23	27 31	15 18
9	6 2	27 18	26 22	Drawn.

J. P. Reed.

Game No. 15—Eainburgh.

The following two games were played at Hawick between Messrs. Wyllie and Brown.

West-Lothian | *Courier.*

Wyllie's move.

9 13	23 16	4 8	27 23	9 14
22 18	12 19	20 16	8 12	28 24
12 16	21 17	2 7	23 16	14 18
24 20	19 23	25 22	12 19	24 19
8 12	26 10	5 9	32 27	15 24
25 22	7 21	31 26	6 10	22 15
10 15	18 15	7 11	27 23	
29 25	11 18	16 7	10 15	
16 19	22 15	3 19	23 16	Drawn.

Game No. 16—Switcher.

Brown's move.

11 15	29 25	11 15	27 24	11 15
21 17	18 22	19 10	3 7	16 11
9 13	25 18	7 21	20 16	7 16
25 21	10 15	28 24	25 29	20 11
8 11	24 19	22 25	24 20	15 24
17 14	15 22	24 19	29 25	6 15
10 17	23 27	25 29	26 23	25 22
21 14	2 6	31 26	6 10	11 7
6 10	27 24	29 25	15 6	12 16
22 17	4 8	19 15	1 10	7 2
13 22	24 20	25 29	5 1	
26 17	5 9	23 19	8 11	
15 18	14 5	29 25	1 6	Drawn.

Solutions to Problems.

PROBLEM NO. 5.

20 16	2 11	30 26	14 21	27 11
8 11	23 22	21 30	23 7	
16 7	11 16	22 17	30 23	W. wins

PROBLEM NO. 6.

10 15	12 3	15 19	13 6
31 24	7 10	24 8	22 13
3 8	14 7	5 9	B. wins.

PROBLEM NO. 7.

2 6	14 17	22 26	26 22	22 17
23 26	15 10	17 13	6 2	2 6
6 9	16 11	26 30	11 8	17 13
26 22	25 21	13 9	2 7	
9 14	17 22	30 26	8 3	
22 25	21 17	9 6	7 2	B. wins.

PROBLEM NO. 8.

13 6	27 23	13 17	15 11	3 8
5 14	19 26	22 26	27 23	16 19
10 15	31 22	17 14	11 8	8 11
12 19	14 17	26 31	23 19	19 24
17 13	22 18	18 15	8 3	11 7
1 6	17 22	31 27	19 16	W. wins.

The *Journal* will contain, at least, 208 pages, 208 problems and over 600 games during the year. We will, also' always have the latest checker news from all over the world. Send in your subscription, and also your friends.

THE

Weekly Checker Journal.

VOL. I. PITTSBURGH, JANUARY, 20, 1892. NO. 3.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburgh, Pa.

Checker Chatter.

During Mr. Wyllie's visit of a fortnight to Edinburgh, he played 570 games winning 531, losing 4 and 35 draws.

Mr. Wyllie presented the Edinburgh club with a medal to be contested for in a handicap tournament by the players of that city.

Mr. Reed will rearrange his Second Double Corner manuscript which will embrace at least 200 variations and publish it in pamphlet form. The cost of it will be only 25 cts.

The leaders in the handicap tourney at the Chicago Chess and Checker club, are Messrs. Phillips, Baldwin, Crowell, Stark weather and Hefter. It is rather early to foretell the prize winners,

The Chicago Chess and Checker club has adopted resolutions to hold a checker tournament during the World's Fair in 1893. There can be no doubt of its success should President Hopkins take it in hand.

It is rumored that Mr. Wyllie will not play in Glasgow during his visit to that city, but merely make a social call on R. M' Call. Some of the Glasgow players are wicked enough to insinuate that he is afraid to play them?

The *Journal* looks small, but measure our contents, and you will find we have from twenty to two-hunderd per cent more checker matter than anything published. And we give nothing but the best.

During Mr. Wyllie's visit to Edinburgh, articles were signed for a subscription match with Mr. Richard Jordan, of Edinburgh. It will consist of twenty games, each player to select five openings, R. M'Call, of Glasgow, has been chosen as referee. The match is to commence early in February.

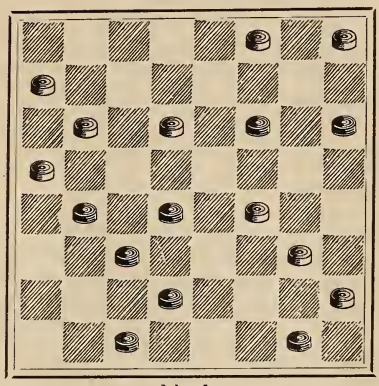
The members of the South Side checker club, of Glasgow, Scotland, presented D. G. M' Kelvie, team captain of the club, with a handsome checker board and set of men and a purse of sovereigns. The presentation was from his fellow members as a token of their esteem and good wishes to him during his matrimonial voyage in which he had just embarked.

It has been suggested that Mr. Reed should back himself in his future matches, and it has been copied by some of the wiseacres. We also would advise him to this effect, although he has given his time and ability to the game, he always should heed well meant *advice*. Now Mr. Reed, you just take a back seat until all the important matches, which are now on, are played and the present excitement in the checker world has subsided. Then if it becomes very dull among the checker players we might listen to something from you.

Mr. Reed's visit to Washington, Pa., was a great success. He played across board 69 games winning 66 and 3 draws. On Friday evening, the 15, he gave one of the most remarkable exhibitions of checker playing ever seen or done by any other player. First, he and Maize, the state champion, played a game without sight of the board, which Reed won. Then he played 17 players simultaneously across-board, winning 14 and 3 draws. After which he played 6 simultaneous blindfold games, all of which he won. Thinking this was hardly enough playing for one evening, he and Mr. Gibson played a game of whist against Messrs. Patterson and Maize while he was playing two blindfold games against Mr. Stuart, who lost both of them.

PROBLEM NO. 9.

By the editor.
white.



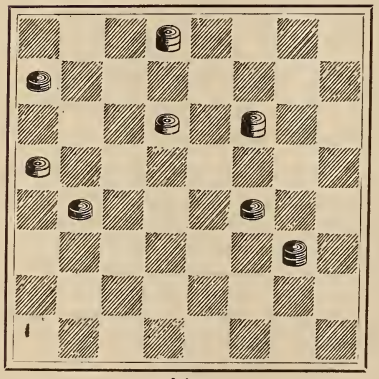
black.

Black to move and win.

PROBLEM NO. 10.

By the editor.

black.

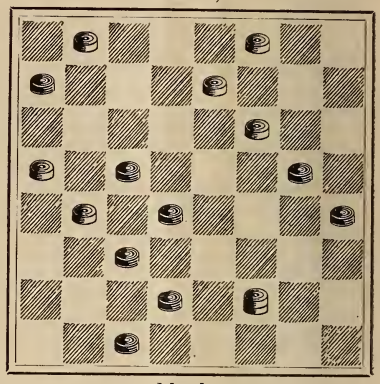


white.

White to move and win.

PROBLEM NO. 11.

By Jess Boyle.
white,



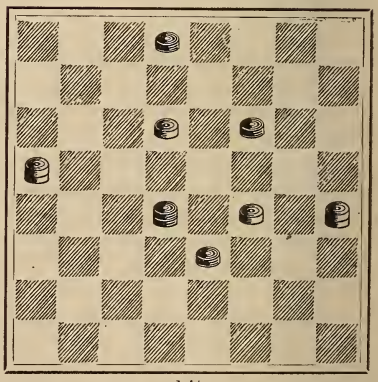
black.

Black to move and win.

PROBLEM NO. 12.

By W. Benstead.
Leeds Mercury.

black.



white.

White to move and win.

A. O. Robinson, the well known expert is in Chicago defeating all the players excepting Hefter. It is said he is now playing better than ever.

Lewis, the English expert, has returned to England.

The Providence Checker club is having a tournament with thirteen entries to compete for four prizes presented by L. M. Stearns, of the Derry *News*. Messrs, Barden and Lewis are in the lead with Mr. J. Cairns, late of Glasgow, Scotland, a close third.

Games.

Game No. 17—Switcher.

The following two games were played between J. Mulholland and Jas. P. Reed.

Mulholland,s move.

11 15	15 18	4 8	2 6	7 10
21 17	24 20	27 24	27 23	8 3
9 13	1 6	8 11	22 26*	10 15
25 21	29 25	32 28	19 15	3 7
8 11	3 8	11 15	10 19	15 19
17 14	28 24	24 19	23 16	7 10
10 17	18 22	15 24	12 19	19 24
21 14	25 18	28 19	30 16	10 15
6 10	11 16	6 9	6 9	18 22
22 17	20 11	31 27	16 12	
13 22	8 22	9 18	9 18	
26 17	24 20	23 14	12 8	Drawn.

Game No. 18—Single Corner.

Mulholland's move.

11 15	8 12	9 18	12 15	11 16
22 18	26 22	26 23	24 6	9 5
15 22	7 10	7 11	1 10	18 22
25 18	30 26	23 7	31 26	26 17
12 16	3 7	11 18	5 9	16 19
29 25	32 28	22 15	17 13	5 1
10 14	4 8	2 18	9 14	14 18
24 19	18 15	21 17	25 21	8 11
16 20	14 18	6 10 *a*	8 11	10 15
28 24	23 14	19 16	13 9	6 10
				W. wins.

[*a*] Losing move: 6 9 draws.

Game No. 19—Fife.

Played at London, England, between Mr. Wyllie and Mr. Jordan.

Wyllie's move.

11 15	6 13	16 19	2 7	16 20
23 19	29 25	22 18	9 5	11 15
9 14	8 11	8 12	12 16	23 26
22 17	25 22	30 26	15 11	15 18
5 9	4 8	3 7	7 10	26 30
26 23	23 18	14 9	11 7	18 25
9 13	10 15	19 23	10 14	13 17
24 20	19 10	26 19	7 3	21 14
15 24	7 23	11 16	14 18	30 21
28 19	27 18	20 11	3 7	14 10
13 22	12 16	7 23	18 22	
25 9	18 14	18 15	7 11	W. wins.

Game No. 21—Switcher.

By A. Valentine, Rock Island, Ill.

11 15	26 17	7 14	28 10	15 19
21 17	15 18	17 10	9 14	7 14 *a*
9 13	24 20	22 25	13 9	19 26
25 21	2 6	21 17	11 15	31 22 *b*
8 11	28 24	25 29	9 6	1 6 (1
17 14	4 8	17 13	14 17	22 18
10 17	29 25	5 9	6 2	29 25 *c*
21 14	10 15	24 19	17 21	14 17
6 10	25 21	15 24	10 7	8 11
22 17	18 22	32 28	3 10	27 24
23 21	14 10	6 15	2 7	W. winr.

[*a*] Robertson's "Guide" plays 23 16 and only draws.

[*b*] I think white can surely win from (*c*) 8 11, 15 18, 22 15, 14 23, 29 25, 23 18 wins. —*Valentine.*

(1)

29 25	25 29	8 11	1 5	
14 18	22 17	17 14	27 23	W. wins.

Game No. 20—Single Corner.

Played on the South Side between Jess and Thos. Boyle.

Jess' move.

11 15	21 17	6 10	31 26	10 15
22 18	9 13	27 23	2 6	1 6
15 22	17 14	19 24	23 18	7 10 *b*
25 18	8 12	28 19	6 10	16 7
8 11	14 9	15 24	18 14	19 23
29 25	5 14	23 19	10 15	26 19
4 8	18 9	24 28	14 9	17 26
25 22	16 19 *a*	19 16	15 19	30 23
10 15	23 16	10 14	9 6	15 24
24 20	12 19	26 23	1 10	6 15
12 16	9 5	14 17	5 1	3 26
				B. wins.

a Drummond gives this as a loss.

b Solution to Problem No. 11.

Game No. 22—Old Fourteenth

By the editor.

11 15	31 26	7 10	28 24	18 25
23 19	5 9	23 18	11 15	8 4
8 11	21 17	12 16	20 16	19 23
22 17	14 21	13 9	32 27	4 8
4 8	23 5	10 15	24 20	23 26
17 13	15 18	18 14	22 26	8 4
15 18	26 23	2 7	30 23	26 31
24 20	18 22	27 23 *a*	27 18	4 8
11 15	25 18	15 18†	16 11	31 26
28 24	10 15	24 19	7 16	8 4
8 11	19 10	18 27	20 11	21 25
26 23	6 22	19 12	15 19	
9 14	32 28	27 32	11 8	B. wins.

(†) Solution to problem No. 9.

(*a*) 9 6 was played in a game between Reid and James, at Mauchline, Scotland, a few years ago, and resulted in a draw as follows:

6 9	31 27	6 2	15 18	25 22
1 17	5 1	31 27	6 10	27 32
27 23	17 22	9 5	18 23	22 17
22 26	1 6	7 10	5 1	32 28
24 19	27 23	2 6	11 15	10 14
15 24	18 14	10 15	1 6	19 23
28 12	22 26	6 10	27 31	14 9
26 31	14 9	23 19	29 25	23 18
23 18	26 31	10 6	23 27	9 13

Drawn.

Game No. 23—Old Fourteenth

Played at Edinburgh between Mr. Wyllie and Mr. White, secretary of the Edinburgh Checker Club.

11 15	13 6	14 23	13 6	16 19
23 19	2 9	25 18	16 19	21 17
8 11	26 22	23 26	6 2	19 28
22 17	3 8	32 28	8 12	10 19
4 8	22 17	26 30	2 6	27 31
17 13	18 22	29 25	19 23	17 13
15 18	25 18	7 10	28 24	31 27
24 20	15 22	19 15	5 9 *b*	13 9
11 15	17 13	10 19	6 13	27 24
28 24	1 6	24 15	12 16	19 23
8 11	23 18	12 16	18 14 *c*	28 32
26 23	14 23	25 22 *a*	25 9	9 6
9 14	27 18	30 25	13 6	32 28
31 26	10 14	15 10	23 27	6 2
6 9	30 25	6 15	6 10	28 32

Drawn.

The books leave the game here as a draw, The position, however, is one of some difficulty.

[*b*] 25 30 here might have drawn.

[*c*] Captain Bremmer afterwards pointed out what would have been a win for Wyllie at this point, by playing 22 17 followed by 24 19.

Game No. 24—Fife.

First game in the Woods-Valentine contest at Moline, Ill.

Wood,s move.

11 15	18 14	7 14	4 8	31 27
23 19	10 17	17 10	19 24	3 7
9 14	21 14	1 5	8 11	19 15
22 17	11 16	32 28	24 27	7 3
5 9	20 11	5 9	11 15	15 8
26 23	8 24	23 19	27 31	3 12
9 13	27 20	15 24	15 18	27 23
24 20	13 17	28 19	31 27	12 16
15 24	31 26	9 14	18 22	2 7
28 19	17 21	19 15	27 24	22 26 *a*
13 22	25 22	14 18	20 16	23 18
25 9	4 8	15 11	23 27	16 19 *a b*
6 13	26 23†	12 16	16 11	21 25
29 25	8 11	11 8	27 31	30 21
8 11	22 17	16 19	10 7	18 23
23 18	11 15	8 4	24 19	19 15
3 8	14 10	18 23	7 3	Drawn.

(*a*) Can white win by any other move?

(*b*) I saw he could throw the piece on 21, but thought I could catch the man on 7, but I was mistaken.—*Valentine.*

(†) 22 17 wins here.—*Ed.*

Solutions to Problems.

PROBLEM NO. 9.

See game No. 22.

PROBLEM NO. 10.

11 16	13 9	16 19	2 27	
19 23	5 14	24 6		W. wins.

PROBLEM NO. 11.

See game No. 21.

PROBLEM NO. 12.

10 6	18 14	6 10	7 16	
2 9	19 16	14 7	20 27	
13 6	11 15	16 11		W. wins.

CORRECTIONS.

On account of not getting our stone, we were not able to take as clean a proof as desired, but in the future this will be remedied. In problem No. 7, the black king on 23 should be a white king. Problem No.8, the black men should be on; 1, 5, 12. 18, king 17: white men; 13, 16, 27, 31, king 10.

THE

Weekly Checker Journal.

VOL. I. PITTSBURGH, JANUARY, 29, 1892. NO. 4.

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JAMES P. REED, EDITOR.

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OUR PROBLEM TOURNAMENT.

To create a feeling of interest among our readers we have decided to hold a problem tournament, and offer the following prizes open to our subscribers:

Award No. 1—Five dollars for the best problem.

Award No. 2—Spath's American Draught Player for the second best problem.

Award No. 3—Baker and Reed's Alma for the third best problem.

Award No. 4—A year's subscription to the checker column of the Pittsburg-*Chronicle-Telegraph* for the best practical end game. Kindly contributed by Mr. H. F. McAteer, checker editor of the *Chronicle-Telegraph*.

Award No. 5—Vol. I of the *I. D. M.* for the best stroke problem total pieces not to exceed fourteen nor less than nine. Kindly contributed by Mr. H. F. McAteer.

Award No. 6—A year's subscribtion to the checker column of the Pittsburgh *Dispatch*. Kindly contributed by Mr. J. B. Ferguson, checker editor of the *Dispatch*.

If our brother checker ediior will kindly notice our tourney in their columns they will greatly oblige us. Entries for prizes will be open until May 30, and awards will be made June 15. Final judge of prizes will be announced by the firstt of March.

J. G. Lewis has arrived at Newcastle-on-Tyne.

FOR THE FINEST GAME.

For the best game, published in the *Journal* from February 10 to May 30, the checker editor of the Pittsburgh *Dispatch* offers a Robertson's Guide. It can be a cross-board played or an analyzed game. Award to be made within fifteen days after theclose of the entries.

Checker Chatter.

On Sunday evening. January 17, Burgess Hazlett, superintendent of the M. E. church, Washington, Pa. derided the Y. M. C. A. for having the temerity to get J. P. Reed, an ex-champion checker player, to give an exhibition of that most wicked of games, and attracting a great many of the young men, who should have been attending prayer meeting the Friday evening previous. After having delivered himself to the above effect, Brother Hazlett went home and practiced on his magnificent billiard table to calm his highly agitated nerves. Brother Hazlett we agree with you, and think too much cannot be said in censure of this most reprehensible game.

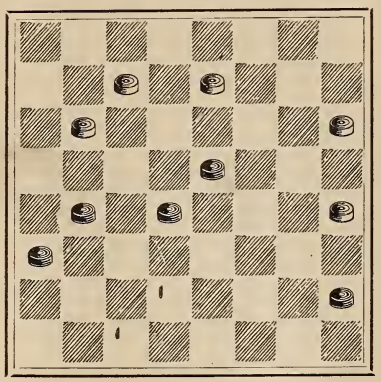
"America" was on a tour, recently, to Covington, Ky., Cincinnati, Dayton and Springfield, Ohio. He says, Hutzler. of Cincinnati, as a checker player, is way "Out of sight," Eddie Richardson, of Covington, a kid about fifteen years of age, is barely visible, and Charley Hubbard, of Dayton, is boss of the board there. Messrs. Stayman and Bradford, two gray-haired patriarchs of Springfield, O., would rather play checkers than eat hot buckwheat cakes. Crown that king!!!

The leaders, in the tourney at Chicago, are Messrs. Baldwin, Starkweather, Crowell and Byrant. Mr. Hefter handicapped himself completely out of it.

A. O. Robinson is not doing so well at Chicago as at first. Several of the players are doing him up.

PROBLEM NO. 13.

By the editor.
white.



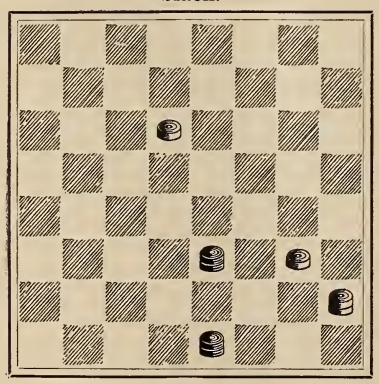
black.

Black to move and win.

PROBLEM NO. 14.

By W. J. Wray.
Leeds Mercury.

black.

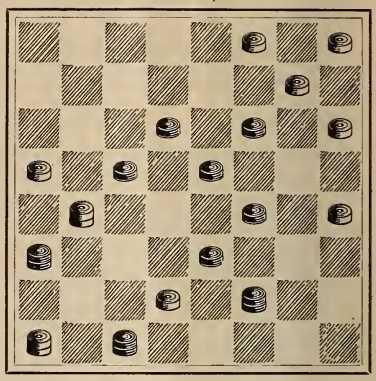


white.

White to move and win.

PROBLEM NO. 15.

By "America."
white,



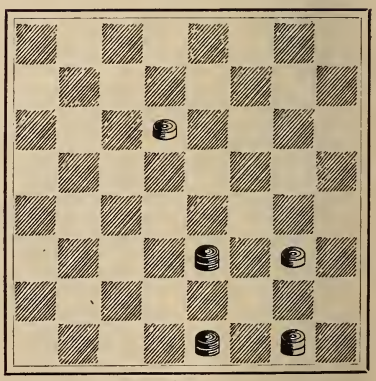
black.

Black to move and win.

PROBLEM NO. 16.

By W. J. Wray.
Leeds Mercury.

white.



black.

Black to move and draw.

At the Arlington checker club on the South Side, Mr Reed played five blindfold games simultaneously, on the 22, winning 5 and 1 draw.

Is this not the grandest piece of checker literature that has ever been seen?

How will you be able to play against your opponent if you do not keep posted on the latest play? Remember we are giving better play than all the the magazines and checker columns put together. Don't forget to snbscribe for the *Journal*, if you want to learn to play checkers.

Games.

Game No. 52—Ayrshire Lassie.

The following two games were recently played between Geo. L. Ellis and Mr. Reed.

Ellis' move.

11 15	22 15	8 11	13 6	15 24
24 20	11 18	17 13	2 9	20 16
8 11	32 28	25 21	24 19	12 19
28 24	10 15	1 6	15 24	27 20
4 8	19 10	29 25	28 19	18 27
23 19	6 15	7 10	11 15	31 6
15 17	21 18	6 9	30 26	*W.* wins.

Game No. 26—Kelso.

Reed's move.

10 15	21 17	10 19	28 24	16 19
21 17	3 7	17 14	7 10	10 7
6 10	29 25	4 8	30 26	19 28
17 14	11 16	32 27	8 12	23 18
9 18	24 20	12 16	25 21 *b*	28 32
23 14	15 19	26 23 *a*	10 15	7 3
10 17	20 11	19 26	26 23 *c*	32 27
22 13	8 15	31 15	16 20	
1 6	27 24	6 10	23 14	
25 21	15 18	15 6	12 16	
7 10	24 15	2 18	14 10	B. wins.

(*a*) 27 24 would draw by 8 12, 24 15, 18 23.

(*b*) 26 23 would have forced black to play 10 15, 23 14. 16 19, 24 20, 15 18, 14 10, 19 24 to draw.

Game No. 27—Double Corner.

The following game was played at Edinburgh between Messrs. Beveridge and Wyllie.

Beveridge's move.

9 14	30 25 *a*	3 7	17 13	9 14
22 17	2 6	29 25	1 6	3 8 *c*
11 16	22 18	6 10	13 9 *b*	16 20
25 22	15 22	18 14	6 13	8 11
16 19	25 18	10 17	26 23	14 17
23 16	7 10	21 14	7 11	11 18
12 19	27 24	4 8	14 10	17 26
24 15	8 12	25 21	11 15	31 22
10 19	24 15	8 11	10 7	19 23
17 10	10 19	21 17	5 9	
6 15	32 27	11 16	7 3	B. wins.

(*a*) This was something new to Mr. Beveridge.

(*b*) This was Mr. Wyllie's best move, and somewhat tricky.—*Govan Press.*

(*c*) 3 7 would have drawn here:

3 7	27 24	31 24	7 11	11 18
16 20	20 27	14 18	18 25	13 17

Drawn.—*Reed.*

Game No. 28—Single Corner.

Fred O'Melay, Hudson, Mich

115	27 24	2	18 9	31 27
22 18	10 15	32 28	5 14	2 6
15 22	24 19	7 10 *a*	26 22	27 24
25 18	15 24	24 19	11 15	6 15
8 11	28 19	15 24	20 11	14 18
29 25	7 10	28 19	15 24	21 17
4 8	31 27	9 14	23 19 *b*	18 25
25 22	10 15	18 9	24 27	30 21
12 16	19 10	5 14	11 7	
24 20	6 15	22 18	27 31	
8 12	27 24	1 5	7 2	W wins.

[*a*] Is this a loser? 16 19 draws.

[*b*] Corrects *Inter-Ocean* game No. 302, where 22 18 was played and only drew.

Game No. 29—Laird and Lady.

By A. Valentine, Rock Island, Ill.

11 15	15 18	2 6	12 19	7 11 *c*
23 19	19 15	23 14	29 25	27 24
8 11	4 8	6 10	8 12	12 16
22 17	24 20	25 21	31 26 *a*	14 10
9 13	6 10	10 15	11 15 *b*	8 12
17 14	15 6	27 23	25 22	21 14
10 17	1 17	15 19	3 8	19 23
21 14	26 23	23 16	32 27	26 19

W. wins.

[*a*] Strickand plays 14 10, 7 14, 25 22 and only draws.

[*b*] If 12 16 or 3 8; then 26 23 wins.

(*c*) If 8 11. then 27 23 wins.—*Valentine.*

Game No. 30—Double Corner.

Played at Washington, Pa., between R. Gibson and Mr. Reed. One of six games played blindfolded.

Gibson,s move.

9 14	18 9	7 16	19 15	16 23
22 18	1 5	29 25	16 19	27 18
5 9	30 25	4 8	15 8	22 25
26 22	5 14	25 22	19 28	8 11
11 16	22 18	8 11	23 19	25 29
24 19	13 22	22 18	17 22	14 10
8 11	18 9	2 7	8 4	29 25
22 17	6 13	28 24 *a*	7 11	18 14
16 20	25 18	13 17	4 8	
25 22	11 15	21 14	11 16	Gibson

9 13 18 11 10 17 18 14 resigned.

(*a*) This corrects the trunk game of the Paisley in Robertson's "Guide." Mr. Reed was not aware of this when he was playing the game.

Game No. 31—Single Corner.

Played at Fauldhouse between Mr. Jas. Deans, of Shott:, and Mr. Wyllie.

West-Lothian Courier.

Dean's move.

11 15	21 14	19 23	15 11	31 26
22 18	6 9	5 9	26 31	7 2
15 22	26 23	24 27	3 8	26 31
25 18	9 18	22 18	31 26	2 6
12 16	23 14	27 31	8 12	31 26
24 19	8 11	18 15	26 31	1 5
16 20	22 18	2 7	12 16	26 31
29 25	13 17	9 6 *a*	29 25	6 9
9 13	24 19	7 10	16 20	14 17
28 24	16 23	15 11	31 27	9 13
8 11	14 10	10 15	11 15	17 22
19 16	7 14	6 10	25 22*	5 9
4 8	18 9	15 18	15 10	31 26
16 12	5 14	11 7	22 17	9 14
11 16	27 9	18 22	20 16	26 31
26 22	20 24	10 6	27 31	14 17
6 9	9 5	3 10	16 11	31 26
31 26	11 15	6 15	17 22	17 14
1 6	5 1	22 25	11 7	26 31
18 14	17 21	12 8	22 17	14 10
9 18	25 22	25 29	10 6	31 26
23 14	15 19	8 3	17 14	13 9†
10 17	1 5	31 26	6 1	Drawn.

* Mr. Deans here claimed a draw, but veteran thougnt he could win the position and prefered to play away.

† After the game had been played over an hour Mr. Deans, at this point, mention to Mr. Wyllie the fact that he was only going over old ground by repeating his play, and that he could not win the position, but Mr Wyllie continued playing for another 50 or 60 moves, and ultimately gave the game up for a draw, which he did very relunctantly. Mr. Deans wonders if a recollection of the old "Switcher" controversy, in which he crossed swords with the champion, had anything to do with his unwillingness to concede the draw. We scarcely think so.

(*a*) Mr. Wyllie could have won here by:

9 14	14 10	18 27	7 10	18 22
31 27	27 24	24 31	15 18	27 24
15 10	10 15	6 2	10 15	12 8
7 11	16 20	7 11	18 23	24 19
10 6	15 18	2 7	15 18	22 18
11 16	3 7	11 15	31 27	W. wins.

J. P. Reed.

Solutions to Problems.

PROBLEM NO. 13.

16 19	15 19	18 23	26 30	10 6
20 16	11 7	10 15	15 19	24 28
19 24	24 27	23 26*	30 36	5 9
27 20	7 2	15 24	19 24	28 24
12 19	27 31	22 18	26 23	9 14
20 16	2 6	24 19	24 28	
19 24	31 22	18 14*	14 10	
16 11	10 17	19 15	28 24	B. wins.

PROBLEM NO. 14.

23 19	9 5	8 4	11 15	1 6
2 7	14 10	3 7	14 17	9 14
5 1	19 11	4 8	15 18	6 9
7 2	10 7	7 10	17 13	14 10
1 5	11 8	8 11	18 22	5 1
10 14	7 3	10 14	13 9	W. wins.

PROBLEM NO. 15.

23 27	32 23	3 17	25 22	21 17
16 32	14 18	25 21	10 6	18 15
22 26	23 14	17 14	14 21	17 14
30 23	10 17	29 25	14 21	15 11
18 27	21 14	6 10	22 18	6 2
				B. wins.

PROBLEM NO. 16.

2 7	1 5	14 18	6 2	
23 19	7 11	19 15	18 11	
10 14	9 6	11 7		Dranw.

CORRECTIONS.

J. W. Edgerly writes: In Old Fourteenth between Wyllie and White. After the 33d move the position is:

B. on 5, 6, 7, 8, 9, 11, 12, 26,

W. on 13, 18 19, 20' 21, 24, 29, 31.

The play was now 32 28, 29 30. Both of these moves are wrong. In answer to 32 28, black can win by 26 31. The play should have been

It is only by forcing 7 10 that white can secure a draw.

It is quite evident that Mr. Wyllie "plays" at checkers in more senses than one.

THE

Weekly Checker Journal.

VOL. I. PITTSBURGH, FEBRUARY, 8, 1892. NO. 5.

THE WEEKLY CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburgh, Pa.

OUR PROBLEM TOURNAMENT.

To create a feeling of interest among our readers we have decided to hold a problem tournament, and offer the following prizes open to our subscribers:

Award No. 1—Five dollars for the best problem.

Award No. 2—Spath's American Draught Player for the second best problem.

Award No. 3—Baker and Reed's Alma for the third best problem.

Award No. 4—A year's subscription to the checker column of the Pittsburg-*Chronicle-Telegraph* for the best practical end game. Kindly contributed by Mr. H. F. McAteer, checker editor of the *Chronicle-Telegraph*.

Award No. 5—Vol. I of the *I. D. M.* for the best stroke problem total pieces not to exceed fourteen nor less than nine. Kindly contributed by Mr. H. F. McAteer.

Award No. 6—A year's subscribtion to the checker column of the Pittsburgh *Dispatch* for the best stroke problem, arising in a game, accompanied by the game. Kindly contributed by Mr. J. B. Ferguson, checker editor of the *Dispatch*.

Enttes for prizes will be open until May 30, and awards will be made June 15. Final judge of prizes will be announced by the first of March. We republish the above as we had not stated what the award in No. 6 was for, and we want the whole awards correctly published in one issue.

FOR THE FINEST GAME.

For the best game, published in the *Journal* from February 10 to May 30, the checker editor of the Pittsburgh *Dispatch* offers a Robertson's Guide. It can be a cross-board played or an analyzed game. Award to be made within fifteen days after the close of the entries.

Checker Chatter.

Mr. Wyllie is still grunting over the $100 he forfeited to Mr. Reed last summer, and rehashes a lot of stuff that has been printed, but says nothing about the letters which lead to the match being made. He also says, he will come to America and play Reed on the old terms, if Reed will make good the $100 that Mr. Wyllie received from Mr. Patterson. Mr. Wyllie must be getting more daft every day to imagine thnt we will make good the $100 he got from Mr, Patterson, and to which he not the least right, and as an honest man he should return the money to him, when he is unable to give credit to the cause in which the money was given him, As to our playing him a match on the same old conditions, our sole interest, at present, is centered in the *Journal*; and when we want to regain the championship of the world, we will have it, by getting it from Mr. Barker, and it will not matter to us about the Barker-Freeman combinatiom, which Mr, Wyllie so greatly fears.

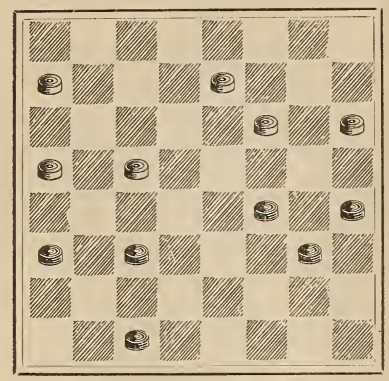
At the Allegheny City Checker Club, last Saturday evening, Mr. Reed played four games blindfolded and won all of them,

Henry Spayth, author of the American Draught Player, now and then contributes a problem to the checker world.

W. H. H. Stuart gives a very interesting checker column in the Washington *Journal*.

PROBLEM NO. 17.

By the editor.
white.



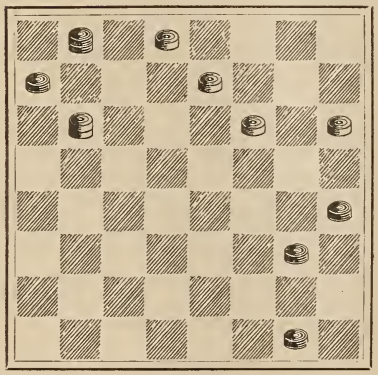
black.

Black to move and draw.

PROBLEM NO. 18.

By Chas. Hefter.
End game.

white.

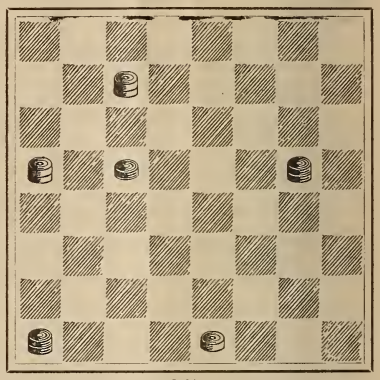


black.

Black to move and draw.

PROBLEM NO. 19.

By "America."
black.



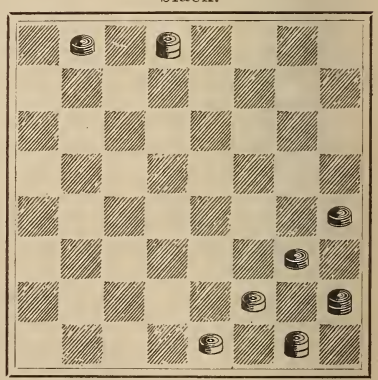
white,

White to move and win.

PROBLEM NO. .20

By O. H. Richmond.
N. E. C. P.

black.



white.

White to move and win.

After the finish of the present tourney at Chicago Chas. Hefter, on account of business and ill health, will retire from the game in which he has enjoyed so many pleasant hours. This will be regretted by checker players all over the world, and more especially by ourselves.

The New York tournament, with 28 entries, has come to the final round. Jas. McEntee and Colgan are to play off for first and second prizes. Smollick won the third and Johntry the fourth prize.

The Providence tournament, with 15 entries, is about devided for leading honors among Tupper, Lewis and Kelso.

Games.

Game No. 32—Switcher.

Played in Derry *News* tourney of 1891, between W. Lee Brown, of Evanston, Ill., and Thos. Cockburn, Irvington-on-Hudson.

Brown's move.

11 15	25 18	3 7	18 15	6 10
21 17	10 15	24 19	22 18	3 7
9 13	24 19	7 10	15 11	25 22
25 21	15 22	23 18	18 14	7 14
8 11	27 24	2 6	8 3	9 18
17 14	11 15	27 23	17 22	2 7 *a*
10 17	19 10	22 25	11 7	22 17
21 14	5 9	18 14	22 25	7 3
6 10	14 5	10 17	7 2	17 13
22 17	7 21	23 18	14 9	3 7
13 22	32 27	25 29	31 26	13 9
26 17	4 8	19 15	25 29	7 2
15 18	24 20	29 25	26 23	18 14
29 25	8 11	15 8	29 25	19 15
18 22	28 24	25 22	23 19	21 25

B. wins.

(*a*) I think this corrects Robertson's "Guide," variation 11, which leaves it here as drawn. I think I can show black win against any play that might be attempted.—*W. L. B.*

Game No. 33—Dyke.

Played at Bathgate between Messrs. Wyllie and Waters.

West-Lothian Courier.

Wyllie's move.

11 15	6 22	7 11	15 19	17 14
22 17	26 17	23 19	10 14	7 11
15 19	8 11	15 24	19 23	14 10
23 16	29 25	28 19	21 17	11 15
12 19	11 15	6 9	23 32	10 15
24 15	25 22	13 6	14 23	16 12
10 19	7 10	2 9	22 25	15 11
25 22	30 26	19 16	17 14	12 16
8 11	5 9	9 13	25 30	11 15
27 23	17 13	16 7	14 10	30 26
4 8	9 14	13 22	30 25	32 28
23 16	26 23	7 2	10 7	16 12
11 20	1 6	14 18	25 22	15 11
22 18	22 17	2 6	7 2	26 22
9 14	3 7	10 15	22 17	20 24
18 9	32 27	6 10	2 7	Drawn.

Game No. 34—Single Corner.

Played at Fauldhouse between Messrs. Wyllie and Smith.

Smith's move.

11 15	2 7	18 23	27 23	18 23
22 18	15 10	19 15	25 22	19 16
15 22	6 15	23 26	30 25	23 19
25 18	19 10	15 10	22 17	16 12
8 11	14 18	26 30	25 22	19 15
24 19	23 14	17 13	17 13	2 6
11 16	9 18	12 16	22 18	15 11
27 24	30 26	13 9	21 17	6 2
16 20	7 14	16 19	18 9	20 24
32 27	26 22	9 6	13 6	12 8
4 8	18 23	19 23	23 18	3 12
26 22	27 9	6 2	6 2	10 7
10 14	20 27	23 27	8 12	24 27
29 25	31 24	2 6	28 24	7 3
7 11	5 14	27 31	12 16	12 16
18 15	22 17	6 9	17 13	3 7
11 18	14 18	31 27	16 20	
22 15	24 19	9 14	24 19	Smith won.

Game No. 35—Cross.

Played in Edinburgh between Mr. J. Black, of East Calder, and the "Herd Laddie."

Wyllie's move.

11 15	5 9	11 15	12 19	8 11
23 18	27 23	29 25	32 28	17 13
8 11	11 16	9 13	1 5	11 15
18 14	25 22	25 22	14 9	10 6
9 18	7 11	15 19	5 14	2 9
24 19	22 18	30 26	22 17	13 6
15 24	10 15	19 24	13 22	
22 8	19 10	17 14	26 10	
4 11	6 22	16 19	3 8	
28 19	26 17	23 16	21 17	W. wins.

Game No. 36—Second Double Corner.

By B. J. McLaughlin, Providence.

11 15	9 18	4 8	6 9	2 6
24 19	23 14	31 27	25 22	3 10
15 24	16 23	8 11	3 8	6 31
28 19	27 18	27 24	24 19	14 10
8 11	10 17	16 20	9 13 *a*	31 24
22 18	21 14	32 27	19 3	
11 16	12 16	11 16	13 17	
18 14	26 23	30 26	22 13	Drawn.

(*a*) This game is from the Providence *Journal* and greatly improves previous analyses.

Game No. 37—Old Fourteenth

Played at Chicago between Reed and Crowell.

Reed's move.

11 15	9 14	13 22	10 15	14 17
23 19	18 9	25 9	19 10	21 7
8 11	5 14	6 13	7 14	9 14
22 17	26 23	29 25	23 19	19 10
4 8	1 6	8 11	3 7 *a*	12 26
25 22	30 25	25 22	26 23	7 2
9 13	15 18	2 6	7 10	26 30
27 23	22 15	24 20	28 24 *b*	2 6
6 9	11 27	6 9	11 15	30 25
23 18	32 23	31 26	20 16	Drawn.

(*a*) Solution to problem No. 17.

(*b*) 22 18 would allow this nice draw:

22 18	18 15	6 2	6 13	9 13
13 17	17 22	26 31	27 18	24 27
20 16	15 6	2 6	13 9	13 17
11 20	22 26	31 27	20 24	18 23

Drawn.

Game No. 38—Edinburgh.

Played between E. A. Durgin and Mr. Smith.

Durgin's move

9 13	10 17	13 22	5 14	12 16
22 18	21 14	26 10	19 15	10 7
10 15	1 6	9 14	16 19	3 10
24 19	29 25	30 25	23 16	11 8
15 24	8 11	4 8	12 19	10 14
28 19	25 21	25 22	32 28	8 3
11 16	6 9	16 20	14 18	2 6
25 22	14 10	22 18 *a*	31 26	
6 10	7 14	11 16	8 12	
18 14	22 17	18 9	15 11	B. wins.

(*a*) 22 17 wins for the white here.—*Reed.*

Game No. 37—Denny.

By the editor,

10 14	14 18	15 22	13 9	14 9
22 17	28 24	21 17	32 28	22 25
7 10	8 12	6 15	9 6	29 22
17 13	24 20	13 6	14 18	26 17
11 15	18 23	1 10	6 2	9 6
25 22	27 18	17 13 *a*	18 23	17 14
8 11	15 22	10 14	2 6	6 1
24 20	26 23	32 28	23 27	14 10
4 8	9 14	12 16	31 24	1 5
20 16	30 25	15 18	28 19	11 15
12 19	5 9	24 19	6 10	20 16
23 7	25 18	18 27	19 23	3 7
2 11	10 15	19 12	10 14	5 9
22 17	17 10	27 32	23 26	15 18

B. wins.

(*a*) In note *f*, game 13, Ferrie-Bryden match book it is left here as a W. win. 32 28 will draw at this point as follows:

32 28	13 9	2 6	6 10	29 22
12 16	14 17	25 30	9 10	18 25
28 24	9 6	23 18	10 3	
3 7	17 21	16 19	11 15	
17 13	6 2	18 14	3 7	
10 14	25 30	19 28	22 25	Drawn.

Solutions to Problems.

PROALEM NO. 17.

See game No. 37.

PROBLEM NO. 18.

32 27	31 24	1 5	18 9	13 17
24 20	32 27	26 23	27 18	
28 32	22 18	9 14	9 6	Drawn.

PROBLEM NO. 19.

6 10	18 22	15 19	23 30	
14 18	13 17	16 23	17 21	
10 15*	22 25 *a*	31 26		W. wins.

(*a*) Driving him into the "bull pen."

PROBLEM NO. 20.

32 26	23 19	10 7	4 8	14 9	
31 27	17 14	11 8	6 10	5 7	
26 22	19 16	7 10	9 6	1 12	
27 23	14 10	8 4	2 9		
22 17	16 11	10 14	13 6	W. wins.	

CORRECTIONS.

In problem No. 13 the man on 24 should be on 20.

In game No. 25 9 14 is omitted at the 17th move; and 26 23 at the 20th move.

In Mr. Edgerly's correction the press broke some type which should read 29 25, 26 30, 25 22, 30 25, 22 17, 7 10, 18 14, drawn.

At the Elite Club on the South Side, Mr. Reed played five blindfold games, last Friday night, and won all of them.

THE

Weekly Checker Journal.

VOL. I. PITTSBURGH, FEBRUARY, 27, 1892. NO .6.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburgh, Pa.

REED AND WYLLIE.

It appears to be the desire of some foreign checker editors to keep the Reed-Wyllie dispute alive in order to have the checker world interested in something, while the game is so dull as at present.

As this dispute affects us, and also our friends. we present some facts that have not been previously published.

When we sent Mr. Wyllie the articles of agreement it was done, as understood by us, that the match would take place before the holidays of 1890 as he did not care to face the cold weather of this country after such a long absence in Australia. So great was our belief in this, that twice when the Australian steamers had arrived, we went to learn if it had arrived. The players of San Francisco were also of this belief had prepared to give him $75 for exhibitions of his skill on the checker board.

Our reason for leaving the date blank is as srated above, and in inserting the clause "60 days after his arrival in this country" was to give him sufficient time to become acclimated. While absent from Chicago, Charles F. Barker challenged us to play him another match, but could not answer it until our return, which was during the holidays of 1890.

After my arrival Mr. Hefter informed me that he had received a letter from Mr. Wyllie stating, his visit to Australia had been prolonged, and he could not play the match until the coming summer [1891].

After a consultation among our friends it was decided not to wait so long, and to withdraw our forfeit and make a match with Mr. Barker, as Mr. Wyllie did not abide to the understanding in which the articles were sent to him.

We wrote Mr. Dunlap to this affect and were greatly astonished when he replied that our money was up as forfeit and had to remain in his hands until April 1.

We again wrote Mr. Dunlap stating, that we had put up our money with the understanding that the match should take place before the holidays. To this, Mr. Dunlap replied, that Mr. Wyllie had written him the match *must* take place on or before April 1, 1891, and he could not do anything with the money until then, should Mr. Wyllie put in appearance, he would be held responsible for the forfeit.

On receipt of this letter, we had nothing to do, but wait until April 1, and be ready to play Mr. Wyllie should he put in appearance, but decided should Mr. Wyllie not be ready to play April 1, we would claim the forfeit, which was done, and hold to the opinion that we were right in doing so.

Regarding the abuse Mr. Wyllie and his friends see fit to give, it was all foreseen and expected. He gave the late R. D, Yates the same traducing after he suffered defeat at Mr. Yates' hands. Chas. F. Barker, for having the audacity to draw a match with him in 1882, was also made to suffer his malignity all over the country.

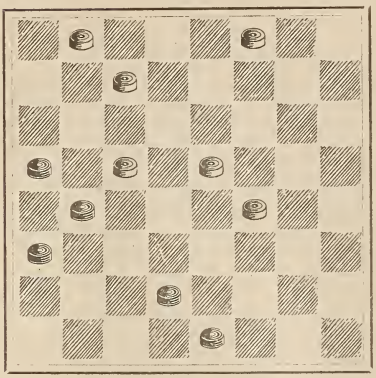
It was well known to us, before the match was made, there could be only one way, and that we did not expect, in which to escape Mr. Wyllie's vituperations; and that would be by Mr. Wyllie defeating us.

This isthe last time we shall notice this controvesy, and should Mr. Wyllie desire to have the world's championship he must do so by defeating Charles F. Barker the champion of the world.

A team match is spoken off between the Pittsburg and Allegheny players. Make it interesting boys .

PROBLEM NO. 21.

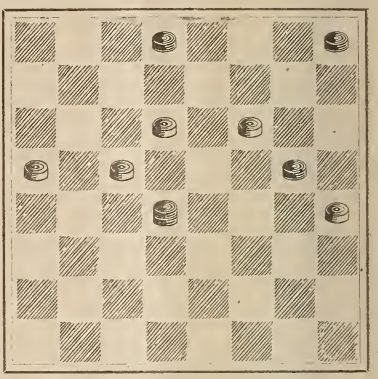
By the Editor.
white.



black.
White to move and black to draw.

PROBLEM NO. 19.

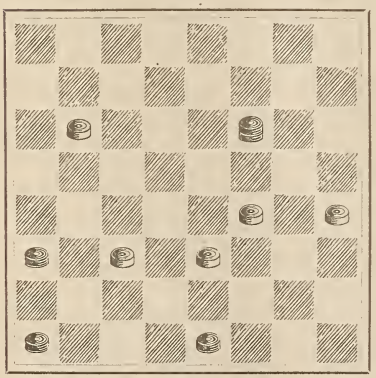
By Jos. Maize,
black.



white,
White to move and win.

PROBLEM NO. 22.

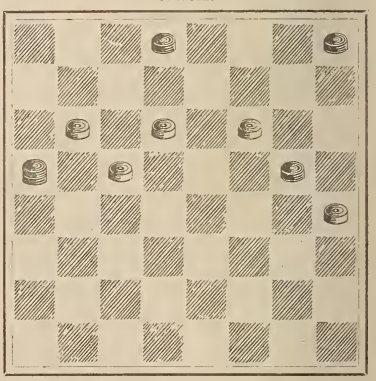
By Jos. Maize, McDonald s Pa.
white.



black.
Black to move and draw.

PROBLEM NO. 24

By Jos. Maize.
black.



white.
White to move and win.

Our friend, the checker editor of the *West-Lothian Courier*, seems to doubt the superiority of our checker matter, so we refer him to game No. 43, where he will find his notes, after which we advise to look carefully over ours. Game No. 41 is also one of their games with our notes, and they will, we don't doubt, admit to qe quite an improvement on it, as it appeared in the *Courier*. We would be pleased to have him measure the checker matter in the JOURNAL, and then measure his own, when he can see what we stated in No. 3 is perfectly true.

Starkweather still leads the 28 players in the Chicago tournament, with Hefter coming up fast.

Games.

GAME NO. 40—SECOND DOUBLE CORNER.

By the Editor.

11 15	9 13	14 9	16 23	1 6
24 19	18 9	6 13	27 18	2 7
15 24	13 22	21 14	12 16	6 2
28 19	25 18	13 17	14 9	7 11 *b*
9 14	6 13	19 15	16 19	2 7
22 18	29 25	8 11	9 5	11 16
5 9	1 6	15 8	19 23	7 11
26 22	18 14	4 11	15 10	23 27
7 11	10 17	23 18	7 14	32 23
27 24	21 14	17 22	18 9	31 27
11 16	13 17	24 19	22 26	11 8
22 17	25 21	11 16 *a*	5 1	27 18
16 20	3 7	18 15	26 31	Drawn.

(*a*) Solution to problem No. 21, This is given in Denvir and Bradt's "Second Double Corner" as problem No. 12 by J. T. Denvir, as white to play and win.

(*b*) Variation 54 plays 7 10 and allows white to win.

(1)

7 3	6 2	11 7	7 10	14 10
31 27	24 27	20 24	20 24	20 24
3 8	2 7	8 11	10 14	10 15
27 24	27 31	16 20	24 20	24 20
8 12	7 11	11 15	14 17	15 11
24 19	16 20	31 26	20 24	20 24
9 6	12 8	15 18	17 14	11 16
20 24	19 16	24 27	24 20	24 20

Drawn.

GAME NO. 41—SOUTER.

By J. McFarlane, Glasgow.

11 15	15 24	8 11	1 6	32 30
23 19	28 19	30 26	2 7	16 11
9 14	14 18	12 16	16 19	6 10
22 17	22 15	28 24	23 16	11 7
6 9	11 18	3 8	12 28	9 13
17 13	32 28	26 22	7 16	20 16
2 6	9 14	7 10	15 19 *a*	10 15
25 22	26 23	31 26 *b*	22 15	7 11
8 11	10 15	8 12	28 32	14 18
29 25	19 10	9 6	16 23	16 11
4 8	6 15	5 9	10 19	18 22
24 20	13 9	6 2	23 16	Drawn.

(*a*) The above is given in the *Courier* to correct Drummond's Second and Kear's reprint by Mr. McFarlane.

(*b*) We give the following play to correct the *Courier*, Drummond's Second and Kear's reprint:

22 17	17 13	13 6	2 6	31 24
18 22	8 12	15 19	10 15	16 20
25 18	6 2	24 15	6 10	17 14
15 22	11 15	10 26	15 18	20 27
9 6	20 11	27 23	10 17	14 18
5 9	12 16	1 10	18 27	W. wins.

GAME NO. 42—EDINBURGH.

Played in Pittsburg recently between Messrs. Reed and Morgan.

Reed's move.

9 13	7 16	10 15	24 27	23 30
22 18	22 18	27 24	15 11	16 23
10 15	4 8	16 19	27 31	30 25
25 22	25 22 *a*	23 16	11 8	23 18
5 9	8 11	11 27	31 27	2 7
29 25	21 17	18 11	8 3	28 24
11 16	6 10	7 16	12 16	7 10
18 11	30 25	31 24	3 8	18 14
8 15	1 5	16 20	16 19	25 18
24 19	25 21	24 19	8 11	14 23
15 24	8 7	20 24	27 23	13 22
27 11	32 27	19 15	11 16	B. wins.

(*a*) 28 24 at this point would give white a very strong game.

GAME NO. 43—SINGLE CORNER.

Played at Pumpherston, Scotland, Mr. Wyllie and Mr. P. Marr, of Broxburn.

Notes by the Editor.

Marr's move.

11 15	26 22	16 23	4 8	22 18
22 18	9 13	27 18	23 18	5 1
15 22	18 9	14 23	9 5	2 7 F
25 18	5 14	31 27	10 15	1 5
12 16	22 18	5 14	8 11	7 11
24 19	8 11 A	27 9	15 19	5 9
16 20	18 9	6 10	30 26	11 16
29 25	11 15	11 8	19 24	27 24
8 11	25 22	20 24	26 22 D	18 15
19 16	15 24	8 4	18 25	9 14
4 8	22 18	24 27 C	11 15	16 19 †
16 12	10 14	32 23	24 27	24 27
10 14	18 15	28 32	12 8 E	15 11
28 24	1 5	23 19	3 19	14 10 ‡
11 16	15 11	32 27	15 31	11 15
24 19	24 28	19 16	25 22	
7 10	23 19 B	27 23	31 27	Drawn.

A A strong move which rather surprised the champion.

B A very neat shot and as good as anything else here.

C The saving of his game.

D Necessary to get the king of 18.

E It was now the amateur's turn to be

surprised.

F 13 17 would have drawn at once.

Our notes to the above game at *.

12 8	11 15	30 23	14 18	15 11
3 12	2 7	13 17	23 14	30 25
11 7	15 19	11 15	22 25	27 24
2 11	7 11	17 22	10 15	
9 2	19 26	15 10	25 30	W. wins.

(†) 13 17 draws here.

(‡) 14 18 and white can again win.

GAME NO. 44—BRISTOL.

Played in the old New England Chess and Checker rooms, 1883, between C. A. Littlefield and E. A. Durgin. Back in the "60's" Littlefield, Bethel and Drysdale were considered the three best players in America. These games were among the first recorded by Mr. Durgin, who at the time they were played had only been playing about two years.

Littlefield's move.

11 15	7 11	10 17	10 14	16 23
24 20	27 24	21 14	25 21	27 18
15 19	11 15	3 7	1 5	14 23
23 16	20 16	31 27	9 6	11 15
12 19	15 18	7 16	5 9	23 26
22 18	24 15	28 24	6 2	21 17
9 14	12 19	19 28	7 11	9 13
18 9	15 11	26 12	2 7	15 18
5 14	18 23(1	2 7	11 16	13 22
25 22	29 25	30 26	7 11	18 25
8 12	14 18	6 10	18 23	26 31
22 17	17 14	14 9	26 19	25 30
				W. wins.

(1)

In a subsequent game Mr. Littlefield varied here with:

10 15 *a*	29 25	7 11	7 11	28 32
17 10	15 18	14 10	15 19	18 15
19 23	21 17	27 23	11 16	27 23
26 19	4 8	18 14	19 24	2 6
15 24	17 13	23 18	16 19	32 27
28 19	8 11	22 17	24 28	6 9
6 24	13 9	18 22 *b*	19 23	23 26
30 26	11 15	17 13	28 32	15 18
24 28	27 23	1 5	23 18	26 23
31 27	18 27	9 6	32 27	9 13
3 8	32 23	22 17	13 9	17 21
26 23	28 32	6 2	20 24	10 6
8 15	25 22	11 16	9 6	5 9
23 14	32 27	2 7	24 28	14 5
2 7	23 18	16 20	6 2	23 14
				Drawn.

(*a*) 3 8 wins here.

(*b*) 1 5 wins for the black.—*Reed.*

Solutions to Problems.

PROBLEM NO. 21.

See game No. 40.

PROBLEM NO. 22.

12 16	19 23	22 18	18 15	4 11
24 20	16 12	2 6	6 2	18 22
22 17 *a*	23 26	18 15	15 18	11 15
13 9	12 8	6 9	2 7	22 17
16 19 *b*	23 26	15 18	18 14	15 18
9 5	8 3	9 13	7 11	17 13
2 9*	30 26	18 22	14 18	18 22
10 1	11 7	13 9	3 8	
17 10	26 22	22 18	18 15	
20 16	7 2	9 6	11 18	Drswn.

[*a*] 22 18 forms problem No. 23.

[*b*] 17 13 forms problem No. 24.

PROBLEM NO. 23.

10 7	7 10	12 8	11 7	16 19
18 9	9 13	27 23	19 15	4 8
13 6	10 14	8 3	7 2	7 3
2 9	24 27	23 19	15 19	8 12
7 3	20 16	3 8	2 7	3 7
16 19	27 31	19 23	19 23	
3 7	16 12	8 12	12 16	
19 24	31 27	23 19	23 37	W. wins.

PROBLEM NO. 24.

10 6	13 17	12 8	24 27	22 18
13 17	10 15	19 24	16 19	21 25
14 10	19 23	8 3	4 8	28 32
21 14	15 18	24 19	7 3	19 24
9 5	23 27	3 8	8 12	18 15
4 7	2 7	19 24	3 7	25 30
5 1	27 31	8 12	27 32	15 19
2 9	7 11	24 19	7 11	24 28
11 2	31 27	11 7	32 27	18 23
6 19	20 16	19 24	11 16	
1 6	27 24	12 16	27 24	
9 13	16 12	17 21	19 28	
6 10	24 19	18 22	12 19	W. wins.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, MARCH 23, 1892. NO. 7.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

Checker Chatter.

In publishing our prize problems, we think it is best to hold the solutions back one week

Monongahela city players would like to arrange a team match with the Washington players.

Mr. J. C. Brown, of Hawick, the border champion, was recently defeated by J, L. Richmond, of Marsden, 4 to 0 and 8 draws.

Jos. Maize has consented to act as judge in our problem tournament. We shall act as judge in the prize for the best game.

In a team match at Glasgow, N. Currie defeated D. G. M'Kelvie two straight games. M'Kelvie will have to do better than that if he hopes to beat Searight.

Mr. Wyllie is still carrying everything before him among the scrubs he meets. Since his return from Australia, he has played 3424 games, winning 3044; losing 21; and drawing 259.

The English players are going to hold another championship tournament and have alread subscribed £20, 11s towards prizes. At this rate England will have a champion for each year.

Joe. Maize was in town for several days and played a few games with the boys which modesty on their part prevents them from publishing. Joe is playng better checkers than ever.

In a tournament for the championship of Maine and a silver cup, Mr. E. K. Chapman, Stroudwater, defeated the following three opponents: Rounds, Dingey and McLaughlin, 7 to 3 and 8 draws. Mr. Chapman says that N. K. Walker is by far the best player in Maine.

Five players of the Allegheny city club played five players of the Y. M. C. A. of Washington, Pa., and defeated them 31 to 12 and 7 draws. The Washington players have challenged them to play another match, which has beeu accepted, and will be played some time during April.

Since our return to Pittsburg, our friends have several times requested us to challenge Mr. Barker to play another match for the championshlp of the world. We have agreed to challenge him next September, or should Mr. Barker ha e a match on with any other player, we will be ready to play the winner.

The final stakes were deposited with the stakeholder in the M.Kelvie-Searight match, and it was to commence last Saturday in the Old Mitchell Library, Ingram st, Glasgow. This match will be looked forward to by players all over the world as it will determine, to a great extent, how much of a world beater Mr. Searight will prove to be.

Chas. M. Sanders, of Galva, Ill., desires all players in the United States and Canada to join him in organizing an American Checker Correspondence Club. It will be divided into divison of 20 members each to play for such prizes as may hereafter be agreed upon. Players who wish to join should address Chas. M. Sanders, Box 46, Galva, Ill.

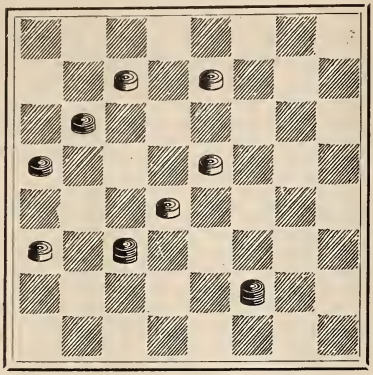
L. S. Head, of Minneapolis, champion of Minnesota, has been makeing it interesting for the Chicago players for the past week. The following are his principal scores:

Head....0;	Hefter.....2;	drawn....3.
Head....0;	Denvir.....1;	drawn....6.
Head....1;	Crowell.....1;	drawn....4.
Head....0;	"Starky".....0;	drawn....2.
Head....4;	Doyle.....1;	drawn....?.

PROBLEM NO. 25.

By the Editor.

black.



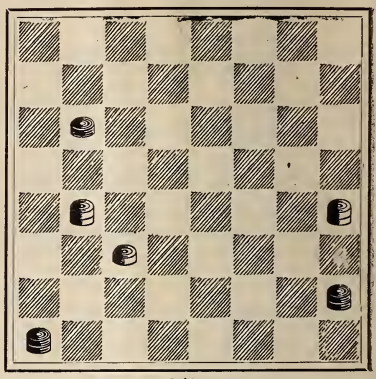
white.

White to move and win.

PROBLEM NO. 26.

O. H. Richmond.
N. E. C. P.

black.



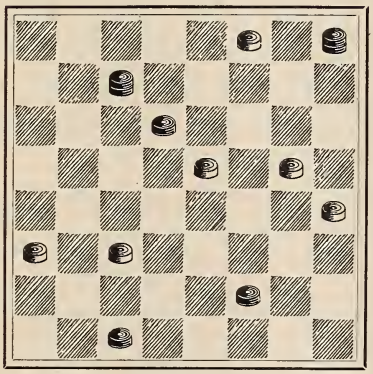
white,

White to move and win.

PROBLEM NO. 27.

By Chas. Hefter, Chicogo, Ill.

white.



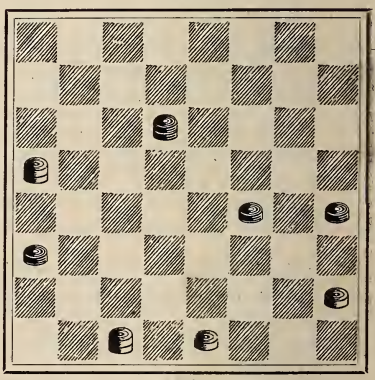
black.

Black to move and draw.

PROBLEM NO. 28.

By "America."

black.



white.

White to move and win.

Jas. Rennie, of the Toronto *Mail*, is starting a squad correspondence tourney with three entries each to pay 50 cts, the winner to receive $1. and the second saves his stakes. There will be as many squads formed as possible, and all that enter will receive the Toronto *Mail* or *Scottish Canadian* free during the tournament. Address Jas. Rennie, 117 Mutual st., Toronto, Canada.

The Chicago tourney ended with Starkweather in the lead Hefter second. Owing to sickness in the family, Mr. Starkweather did not put in appdarance the last day, and an adjudicating committee has been appointed to decide on his score.

Problems Nos. 26 and 28 are enterred in the prize tournament.

Games.

GAME NO. 45—SINGLE CORNER.

Played in Glasgow, Scotland, between Jas. Wyllie and D. L. McCaughie.

Wyllie's move.

11 15	23 18	17 22	30 52	8 12
22 18	6 10	26 17	31 24	19 15
15 22	25 21	9 13	28 19	1 5
25 18	10 17	19 15	8 11	15 8
12 16	21 14	13 22	15 18	7 10
29 25	2 6	14 9	4 11	14 7
9 13	26 23	5 14	18 14 *a*	5 23
18 14	13 17	18 9	20 24	
10 17	31 26	22 26	25 22	
21 14	6 9	23 18	3 8	
16 20	24 19	26 31	22 18	Drawn.

[*a*] About five years ago Fred Allen showed, in the Sunderland *Echo*, the following fine win for the white:

25 22	17 14	9 5	10 14	11 18
20 24	7 10	5 1	19 15	32 27
22 17	14 7	6 9	14 23	23 32
24 28	3 10	1 5	5 14	14 23

Drawn.

GAME NO. 46—LAIRD AND LADY.

Played in Pittsburg, 1876, between R. Martins and Jas. P. Reed.

Reed's move.

11 15	24 20	12 16	6 2	26 30
23 19	6 9	30 26	8 11	19 23
8 11	31 26	22 31	32 28	3 7
22 17	2 6	25 21	23 26	29 25
9 13	26 22	31 24	20 16	7 11
17 14	6 10	28 12	11 20	12 8
10 17	22 6	9 14	2 11	11 15
21 14	1 17	18 9	5 9	25 22 *a*
15 18	23 18	11 18	11 15	30 25
26 23	17 22	9 6	9 14	22 18
4 8	19 15	18 23	15 19	W. wins.

[*a*] We were surprised at this move, and at the close of the game we inquired of Mr. Martins why he made it. He replied he was afraid of 8 3, 15 18, 23 27, 13 17, 3 7, 17 22, 7 10, 22 29, 10 17, 18 22, W. wins. But 8 3 would have drawn as we show below:

8 3	3 7	10 17	27 25	21 17
15 18	26 22	13 22	29 22	
23 27	7 10	28 24	24 19	
30 26 (1	22 29	18 23	22 18	Drawn.

[1]

13 17	17 22	22 29	18 23	
3 7	27 32	7 10	10 17	Drawn.

GAME NO. 47—PAISLEY.

Played in the friendly match, at Moline, Ill., New Years, between H. S. Wood and A. W. Valentine.

Valentine's move.

11 16	6 10	17 21 *a*	5 14	16 30 *b*
24 19	17 13	22 17	22 18	24 19
8 11	1 6	7 11	6 10	2 11
22 18	31 26	17 14	18 9	19 16
10 14	4 8	3 7	11 15	12 19
28 24	25 22	25 22	7 3	3 12
16 20	14 17	7 10	21 25	11 15
26 22	21 14	14 7	30 21	12 16
11 16	10 17	9 14	15 18	19 24
22 17	29 25	18 9	23 7	16 11

Wood won.

(*a*) 17 21 losing move: 7 10 draws.

I got a king, and that was about all.—*Valentine.*

GAME NO. 48—SWITCHER.

Played in the friendly match between Messrs. Wood and Valentine.

Wood's move.

11 15	15 18	22 25	11 15	19 26
21 17	24 20	21 17	9 6	31 22
9 13	2 6	25 29	15 19 *b*	20 24
25 21	28 24	17 13	23 16	2 6
8 11	4 8	5 9	12 19	1 5
17 14	29 25	24 19	20 16	10 7
10 17	10 15 *b*	15 24	8 12	3 10
22 14	25 21	32 28	16 11	6 15
6 10	18 22	6 15	12 16	14 18
22 17	14 10	28 10	6 2	15 19
13 22	7 14	9 14	16 20	Valentine
26 17	17 10	13 9	27 23	won.

(*a*) Is 18 22 not better?

(*b*) Robertson gives 14 17 to draw, but it also seems to lose.—*Valentine.*

GAME NO. 49—BRISTOL.

By "Roeky."

For the Prize.

11 16	17 14	4 8	18 14 [1	24 27
21 17	9 18	22 17	20 24	32 23
16 19	22 15	13 22	27 18 *c*	19 26
23 16	5 9	26 17	2 7	30 23
12 19	25 22	19 23	19 16 *d*	12 26
24 15	8 12	28 24	10 19	17 13
10 19	22 18	12 16	18 15	6 9
27 24	9 13	24 19	8 12	13 6
7 10	29 25	16 20	15 11	1 10
24 15	3 7	31 27 *a*	7 10	
10 19	25 22	7 10 *b*	14 7	Drawn.

Notes by "ocky."

(*a*) Black must now work very hard for a draw.

(*b*) The only line I see for a draw.

(*c*) If 27 20; then 8 12, 14 7, 2 18 drawn. If 14 7; then 2 18, 27 20, 6 9 drawn.

(*d*) Nothing better black is bound to draw.

		(1)		
17 13	27 18	16 12	30 23	
10 14 *e*	5 23	23 26	10 26	
18 9	19 16	12 3	3 7	
1 5	2 7	7 10	26 31	Drawn.

(*e*) 2 7, 13 9, 6 13, 15 6, 1 10 will win for white.

GAME NO. 50—BRISTOL.

Played between Maize and Reed.

Maize's move.

11 15	4 8	7 10	27 23	23 26
24 20	29 25	27 24	11 8	8 4
15 19	11 15	18 23	23 16	26 30
23 16	27 24	16 11	20 11	4 8
12 19	8 12	23 27	15 19	12 16
22 18	32 27	26 23	24 15	8 4
9 14	1 5	19 26	10 19	16 20
18 9	17 13	30 23	22 17	24 19
5 14	14 18	27 32	14 18	30 26
25 22	20 16 *a*	23 19	31 27	
8 11	10 14	32 27	19 23	
22 17	24 20	25 22	27 24	Maize won.

[*a*] 26 23 would have given white the better game.

GAME NO. 51—SINGLE CORNER.

Played at the Providence Chess Checker and Whist Club March 12. One of 21 games played simultanously by Mr. C. H, Freeman. Mr. J. Cairns playing the white.

Freeman's move.

11 15	25 21	7 10	27 24	19 23
22 18	10 17	14 7	20 27	11 15
15 22	21 14	3 10	32 7	23 27
25 18	1 6	26 22	10 15	25 22
12 16	26 23	5 9	7 2	13 17
29 25	13 17	19 16	15 19	18 14
9 13 *a*	31 26	10 19	2 6	17 22
18 14	8 12	16 11	9 13	15 18
10 17	24 19	8 15	6 10	22 25 *b*
21 14	17 21	18 11	12 16	
16 20	19 15	6 10	10 7	
23 18	4 8	11 7	16 20	
6 10	23 19	2 11	7 11	Cairns won.

(*a*) Drummond's "Flora Temple" game.

(*b*) Mr. Cairns crowned his man and won.—Providende *Journal.*

GAME NO. 52—DOUBLE CORNFR.

Played in Chicago between Chas. Hefter and L. S. Head.

Hefter's move.

9 14	11 16	12 16	1 6	10 15
22 18	27 24	24 19	22 17	6 10
5 9	16 20	15 24	15 22	15 18
24 19	29 25	28 12	23 18	10 14
11 15	20 27	2 6	22 25	18 23
18 11	31 24	21 17	17 13	14 17
8 24	7 11	14 21	11 15	22 26
28 19	25 22	22 17	14 5	17 22
4 8	10 15	6 10	15 22	
25 22	19 10	26 22	5 1	
8 11	6 15	10 15	6 10	
22 18	32 28	17 13	1 6	Drawn.

GAME NO. 53—FIFE.

Played in Pittsburg betwean Jas. P. Reed and Jos. Maize.

Reed's move,

11 15	22 26	14 23	14 17	15 10 *a*
23 19	31 22	17 14	1 6	14 18
9 14	11 15	10 17	3 7	10 15
22 17	27 24	21 14	6 9	18 14
5 9	15 18	6 10	23 18	15 10
17 13	22 15	14 9	2 6	14 17
14 18	7 11	10 15	12 16	26 31
21 17	25 22	19 10	6 1	17 22
9 14	11 25	7 14	17 22	31 27
25 21	29 22	9 6	1 5	22 26
8 11	8 11	23 26	18 15	11 15
26 23	22 18	6 2	9 14	2 18 *b*
18 22	1 5	26 31	22 26	27 31
24 20	18 9	13 9	5 9	20 11
15 24	5 14	31 27	26 31	31 8
28 19	32 28	9 5	9 6	
4 8	2 7	27 23	31 26	
30 25	23 18	5 1	6 2	Reed won.

(*a*) Playing for the following little trap 24 19, 20 16, had white made any other move.

(*b*) Mr. Maize overlooked 20 11 and draw.

The Michigan players are arranging to hold a tournament, in Detroit or Jackson, for the state championship. The following players are assisting to nake it a success: Dr. Banks and Ed. Mason, of Detroit, Fitsie Barrus, of Chelsea, and Dr. Hull, of Adrain.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, MARCH 30, 1892. NO. 8.

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Checker Chatter.

The New York club has started another handicap tourney with fifteen entries.

Jesse D. Johnson, one of the leading players of this part of the state, died very suddenly on the 16th inst.

The Providence club will hold Saturday evening team matches, in which the city players will play against the out of town players.

The magnates of the Pennsylvania Checker Association have better get a move on themselves if they wish to hold a tournament on Decoration Day.

W. H. Tyson, the well known expert of Big Run, Pa., has promised us a visit in a few weeks Some of our players will find it advisable to look up their books if they wish to make a good score.

H. Christie, the English champion, will not enter the next English tournament. He says he is the champion of England and will defend thhe title against any player who aspires to that honor.

It is fifty-two years since Wyllie played with Wallace in Glasgow. It was his first match in that city. Ten pounds was the stake, and it required considerable effort on the part of the "Herd Laddie" to win.—*Chronicle-Telegraph.*

Mr. Wyllie still continues on victorious tour at the different places he visits. At Leven he played 24 games of which he won 20 and 4 draws. The Cuper players managed to secure one draw out of 32 games. Newburgh went them one better and placed two drawn games to their credit, out of 30 games played.

She *Typothotea*, a monthly magazine of this city, will start a checker column under the editorialship of Mr. H. Chatterton. This will give Pittsburg four checker columns and one magazine devoted to the game, placing her foremost, so far as checker columns is concerned, in the world. Next fall we expect to have the world's championship also in this city.

The employes of the Providence *Journal* have formed a checker club, and have just finished an all-round tournament, R. De Leeuw first, with 28 won, 7 lost and 5 drawn: Mr. McHugh second with 26 won, 9 lost and 5 drawn; E. Smith third, with 27 won, 22 lost and 1 drawn. Another tournament is now being played The first prize is a handsome silver medal and the title, "Draughts champion." —Providence *Journal*,

The match between M,Kelvie and Searight for a stake of £40 begin at Glasgow on the 19 inst. Mr. J. Ferrie acted as umpire for Seright and Mr. D. Macgregor for M'Kelvie. The first game drawn from the bag was the Edinburgh, 9 13, and 23 19 was drawn against it by Mr. Searight. The first game had not progressed but a few moves when it was seen by the spectators that Mr. Searight had a win in hand. The following is the position and end play: Black men on 1, 2, 3, 4, 5, 8, 13, 16, 20. White men on 15, 18, 21, 23, 27 28, 29 31, 32. M'Kelvie to play:

5 9	15 11	9 18	14 9	7 16
29 25	3 7	23 14	16 19	9 5
8 12	18 14	13 17	21 14	

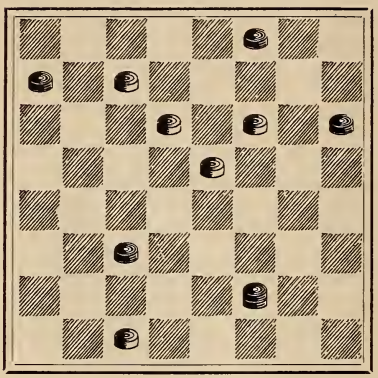
and M'Kelvie resigned.

In the second game Mr. Searight threw it into the Will o' the Wisp and scored another game. See game No. 54. Among the spectators present were Mr. Jordan, champion of Edinburgh, and Mr. William Kirkland, president of the Lanarkshire Draught Association,

PROBLEM NO. 29.

By the Editor.

black.



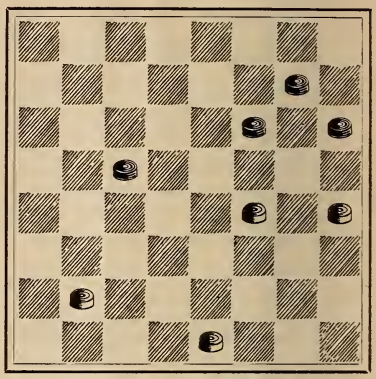
white.

White to move and draw.

PROBLEM NO. 30.

T. K. Walker
Northern Leader.

black.



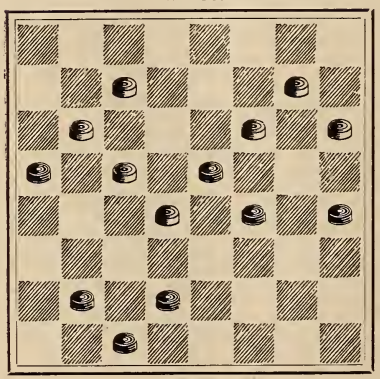
white,

White to move and win.

PROBLEM NO. 31.

By H. C. Ewalt, Pittsburg.

white.



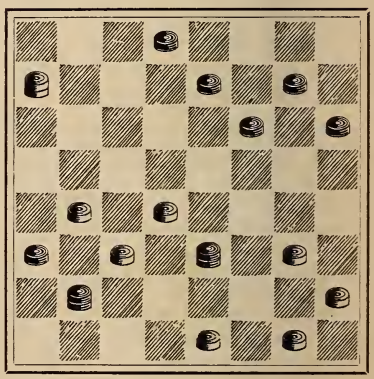
black.

Black to move and win.

PROBLEM NO. 32.

By G. W. Hanson, Akron, O.

black.



white.

White to move and win.

Problems No. 31 and 32 are entered in the prize tournament. In our last issue ,it should have stated problems No. 27 and 28 were entered for the prizes instead of 26 and 28. No problems or games are in competition that is our own or credited from other columns.

It is stated that Willie Gardner will not participate in the next English tournament. He has, so it is said, given up checkers and is now studing chess In the sweet by and by Willie will come back to his first love, just the same as others have done.

Games.

GAME NO. 54—EDINBURGH.

Second game in the M'Kelvie v. Searight match at Glasgow.

M'Kelvie's move.

9 13	5 14	15 24	10 15	11 15
23 19	27 23	28 19	26 23	20 16
11 15	8 11	4 8	15 19	14 17
22 18	29 25	19 16	16 12	21 7
15 22	6 10	12 19	19 26	2 27
25 18	25 22	23 16	30 23	23 18
10 14	11 15	8 11	7 10	27 31
18 9	24 20	31 27	27 24	18 11

and M'Kelvie resigned.

GAME NO. 55—SWITCHER.

By A. J. Collier, Coxsackie, N. Y.

11 15	23 18	5 14	30 25*b	13 22
21 17	8 11	24 20	5 9	23 19
9 13	26 23	1 5 a	32 28	15 24
25 21	9 14	28 24	2 6 c	28 19
6 9	18 9	4 8	22 18	W. wins.

(*a*) This loses; 15 19 or 1 6 draws.

(*b*) This move improves game No. 50 of Hill's "Synopsis." The reader will at once recognize the old and familiar position that comes up from the Old Fourteenth and Cross games, where 1 5 loses and 1 6 draws.

It is strange that Mr. Hill should not have seen that 30 25 would have thrown the game into this "old chestnut" position, instead of playing 30 26 and "going all around Robin Hood's barn" to show a win.

(*) Mr. Hill laboriously plays the following for a win:

30 26	23 19	14 5	23 14	5 1
5 9 d	14 18	25 30	10 17	
32 28	17 14	26 23	21 14	
2 6	18 25	15 18	6 9	

Here Mr. Hill leaves it for a W. win.

(*c*) The above is game No. 21 *A. C. R.* The JOURNAL, always wishing to give the very best play, calls Mr. Collier's attention to tho following play, which he has undoubtedly overlooked:

12 16	8 11	16 19*	13 22	32 27
24 19	31 27	23 16	25 18	11 7
15 24	11 16*	2 6*	10 28	3 10
28 12	20 11	27 24	18 15	16 11
11 15	7 16	15 18	28 32	9 13
27 24	24 20	22 15	15 11	11 7

Drawn.

(*d*) For the edification of those who may have Hill's "Synopsis," we respectfully submit the following play:

12 16	20 11	16 20	21 17	23 19
32 28	7 16	23 19	9 13	14 10
8 12	29 25	14 18	17 14	19 23
24 19	15 24	22 6	31 27	
15 24	27 11	13 31	23 18	
28 19	12 16	27 23	27 23	
11 15	31 27	2 9	19 15	B. wins.

GAME NO. 56—DOUBLE CORNER.

Played between Mr. Wyllie and Mr. T. Storey. The only game lost by the veteran during his fornight's stay at Newcastle.

West-Lothian Courier.

Storey's move.

9 14	17 10	2 6	25 21	16 20
22 17	6 15	17 13	8 11	23 16
11 16	30 25	8 11	15 8	12 19
25 22	7 10	27 23	3 12	26 22 a
16 19	21 17	11 16	31 27 a	20 27
23 16	5 9	18 15	10 15	32 16
12 19	22 18	4 8	13 9 a	14 18
24 15	15 22	29 25	6 13	
10 19	25 18	9 14	27 24	B. wins.

(*a*) No alternative.

(*b*) Played to avoid the following loss, which the "Herd Laddie" no doubt clearly foreseen—28 24, 15 18, 24 15, 18 27, 32 23, 6 9 B. wins.

(*c*) This is the loser; 32 27 draws.

GAME NO. 57—WILL O' THE WISP

Played in the Chicago tournament between C. Hefter and L. B. Starkweather.

Hefter's move.

11 15	5 9	9 14	27 31	12 16
23 19	24 19	15 6	26 22	1 5
9 13	2 6	1 10	31 26	16 19
22 18	25 22	32 27	23 18	5 9
15 22	11 16	7 11	26 17	19 23
25 18	27 24	27 23	18 11	9 14
8 11	16 23	11 15	17 14	23 26
19 15	26 19	24 20 a	9 5	14 18
10 19	10 14	15 24	14 18	26 30
24 8	31 27	22 18	5 1	18 22
4 11	14 23	24 27	18 15	3 7
29 25	27 18	18 9	11 8	
6 10	6 10	10 15	15 11	
28 24	18 15	30 26	8 4	Hefter won.

[*a*] 21 17, 14 21, 23 18 would have drawn.—*Hefter.*

GAME NO. 58—KELSO.

By the Editor,

10 15	4 8	13 17	10 15	31 27
22 18	29 25	22 13	31 27	17 14
15 22	8 11	10 15	22 26	27 20
25 18	27 24	19 10	27 24	28 24
11 15	6 10	6 22	26 31	20 27
18 11	25 22	21 17	23 19	14 10
8 15	9 13	7 10	15 18	6 9
24 19	22 18	24 20	19 15	13 6
15 24	2 6	1 6	11 16	18 22
28 19	26 22	32 28	20 11	

Mr. Heffner continues this as a B. win in game No. 14. variation 4, *A. C. R.* We give it as problem No. 29 for W. to move and draw.

GAME NO. 59—CROSS.

Played between R. W. Patterson and Jas. P. Reed.

Patterson's move.

11 15	22 17	9 13	30 26	14 21
23 18	6 9	24 20	14 18	23 18
8 11	17 13	15 24	21 17	13 17
27 23	11 16	28 19	18 25	18 2
4 8	13 6	8 11	29 22	17 26
23 19	16 23	32 27	5 9	31 22
9 14	26 19	11 15	26 23	10 15
18 9	2 9	27 24	9 14	
5 14	25 22	1 5 *a*	20 16	Drawn.

(*a*) In June 1886, H. Z. Wright tried 14 18 at this point with the following success.

14 18	1 5	7 11	9 14	10 15
30 26	26 23	20 16	18 11	11 8
18 25	5 9	11 27	12 16	14 18
29 22	23 18	31 24	19 12	24 19

Reed won.

GAME NO. 60—KELSO.

By A. J. Heffner, Dedham, Mass.

10 15	29 25	9 14	23 19	17 22
22 18	6 10	25 21	15 24	6 9
15 22	24 20	8 11	32 18	30 25
25 18	2 6	24 19	1 6	9 18
11 15	25 21	15 24	9 2 (1	25 29
18 11	14 17	28 19	11 16	18 25
8 15	21 14	11 15	20 11	29 22
21 17	10 17	19 10	3 7	31 27
4 8	27 24	6 15	28 19	12 16
17 13	5 9	13 9	7 30	27 23
9 14	30 25	7 11	2 6	Drawn.

(1)

28 19	19 10	10 7	8 15	16 11
6 13	17 22	22 26	27 24	15 8
31 27	26 17	7 3	20 16	22 18
3 8	13 22	26 31	14 18	8 11†
27 23	23 19	3 8	15 22	
11 15	8 11	31 27	24 15	Drawn.

† The Boston *Globe* gives the above play from the advance sheets of Heffner and Freeman's new work on the Kelso.

Solutions to Problems.

PROBLEM NO. 25.

6 1	15 10	10 15	5 9	14 18
27 23	14 7	9 14	14 18	
7 3	3 10	1 5	9 14	
23 14	22 25	25 22	18 23	W. wins.

PROBLEM NO. 26.

22 26*	22 15	18 14	14 10	10 14
30 23	14 10	1 5	13 9	1 5
29 25	27 18	14 10	11 7	14 10
17 14 [1	10 1	5 1	4 8	
25 22	15 11	10 14	7 2	
11 8	8 4	1 5	5 1	Drawn.

[1]

11 7	23 19	18 14	14 7	7 3
3 10	27 24	24 15	15 10	Drawn.

PROBLEM NO. 27.

17 21	28 24	22 17	19 10	21 23
9 14	16 11	14 18	17 14	
20 16	24 19	11 15	10 17	W. wins.

PROBLEM NO. 28.

13 17	21 25	31 27	11 15	26 31
10 15 (1	26 30	15 11	22 26	11 15
30 26	25 29	17 22	15 11	30 26
				W. wins.

(1)

19 23	23 27	10 17	17 26	21 25
31 26	17 14	26 22	30 32	32 27
				W. wins.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, APIRL 11, 1892. NO. 9.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

SEARIGHT V. M,KELVIE.

The match between Searight and M'Kelvie ended with the rather one-sided score of Searight 11, M,Kelvie 1, drawn 9.

The match has proven that Searight is fully entitled to be classed as one of Scotland's leading players and ranking with Ferrie, Bryden, Moir, Campbell and others. As to his being a "world beater." He must be classed with Jordan, of Edinburgh, and Brown, of Hawick, who are of the same age and have been about the same time devotees of the silent game. In our opinion Mr. Jordan takes prominence as the most promising of Scotland's young players on account of his showing against the "Herd Laddie," and his signal defeat of Porte, who made the best score in the international match of Scotland v, England.

M'Kelvie's score is unaccounablbe to every on this side of the pond, as it was not supposed that one player in the same class could defeat another so badly if he were playing in even ordinary form. We stated in No. 7 of the JOURNAL that M,Kelvie would have to do better than he did with N. Currie, of Paisley, to whom he lost two straight games, if he expected to win the match; he did a little better, but not quite enough.

The games show that M'Kelvie had easy wins in hand, but could not win them, and draws that were simply thrown away. We give a few of the games to illustrate this fact in our next issue.

Checker Chatter.

The Washington team play at Claysville April 15.

Mr. Martins, the ex-champion, recently played 34 games at Strathaven winning 2 9, losing 1 and 4 draws.

Four out of five checker columns claim to be the best column in the country. This is bad for the other columns.

On Saturday April 2, over 40 players met in thirteenth annual tournament of the Lanarkshire Draughts Association at Victoria Hall, Hamilton.

It is expected their will be no less than than fifty out of town players in the city May 30. The city players will have to hvstle to get that many together.

We have so many good things in hand that it is a question what to publish first. But what is the most interesting play of the day will be given the preference.

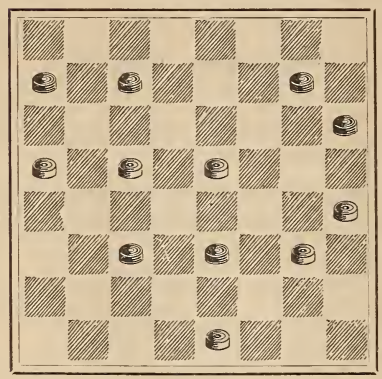
The English tournament commences Easter Monday, April 18, at the Polytechnic Institute, Regent st., London. Five prizes will be given as follows: first, £25; second, £3; third, £4; fourth, £3; fifth, £2; making a total a of £42. The entries are Richmond, of Marsden; Kear, sr. and jr., of Bristol; Dunne, of Warrington; Bishop, of Hull; Hill, of Kew; and Walker, Jordan, Lewis, Freeman and Tescheleit, of London. The JOURNAL takes Richmond against the field

Mr. Wyllie played 67 games at Hamilton winning 62 and 5 draws; from there he went to Fauldhouse and contested 39 games winning 34 and 5 draws. He goes to Leven where he will take a month's rest with his daughter, after which his match with Jordan will begin in Edinburgh, May 3. This match will consist of 20 openings, each choosing five openings and playing alternately, each opening to be named previous to the commencement of the game. A purse of £10 has been raised and be divided two-thirds to the winner and one-third to the loser.

PROBLEM NO. 33.

By the Editor.

black.



white.

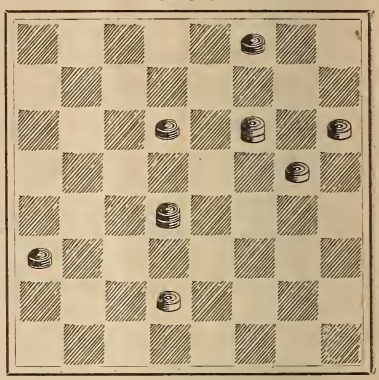
White to move and draw.

PROBLEM NO. 34.

By E. A. Durgin.

Boston Globe.

black.



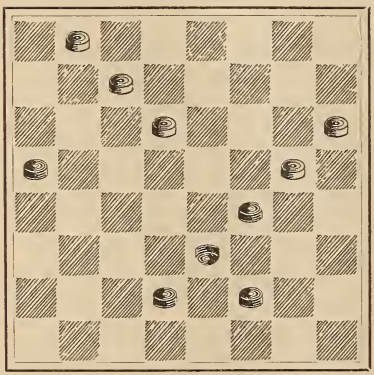
white,

White to move and draw.

PROBLEM NO. 35.

By J. H. Jones, Pittsburgh, Pa.

white.



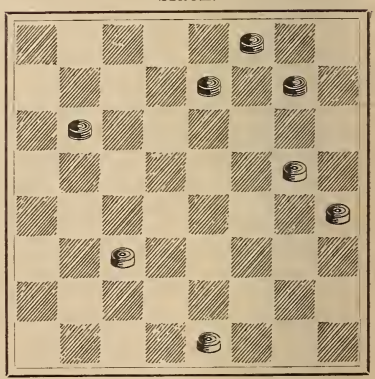
black.

Black to move and draw.

PROBLEM NO. 36.

By J. H. Jones.

black.



white.

White to move and draw.

Problems No. 35 and 36 are entered in the prize tournament.

The *Manitoban*, of Winnipeg, has started a checker column with Ed. Kelly as editor. Ed. will undoubtedly give a column that will be interesting.

The players of Washington, Pa., are holding a tournament with 12 entries.

The Michigan tournament has six entries so far, but they have not settled on where it will take place. Muskegon offers $100 for that honor.

Games.

GAME NO. 61—DOUBLE CORNER.

The following two games were recently played between Jas. P. Reed and Jos. Maize.

Reed's move.

9 14	7 16	9 13	19 26	20 27
22 18	22 18	18 14	30 23	14 7
5 9	4 8	3 7	12 16	27 31
25 22	29 25	32 27	23 18	2 9
11 15	8 11	1 5	16 19	5 21
18 11	24 20	27 24	20 16	18 14
8 15	10 15	2 6	11 20	31 26
23 18	25 22	31 27	18 2	
14 23	6 10	16 19 *a*	19 23	
27 11	21 17	26 23	27 18	Drawn.

(*a*) At this point we had to put our studying cap on to see the draw.

GAME NO. 62—SINGLE CORNER.

Playee between Jos. Maize and Jas. P. Reed.

Maize's move.

11 15	16 19	9 13	2 6	9 13
22 18	23 16	22 17	27 23	17 14
15 22	14 23	13 22	6 15	13 17
25 18	26 19	26 17	23 19	14 10
8 11	4 8	10 15	15 24	17 22
29 25	27 23	19 10	28 19	19 16
10 14	8 11	12 26	5 9	22 26
25 22	30 26	31 22	22 18	16 7
11 16	6 10	7 14	1 5 *a*	
24 20	32 27	17 10	21 17	W. wins.

a Mr. Maize could have drawn here by 1 6.

GAME NO. 63—EDINBURGH.

First game in the Searight M'Kelvie match.

M'Kelvie's move.

9 13	26 23	11 18	29 25	13 17
23 19	12 16	22 15	8 12	14 9
11 16	23 18	9 18	15 11	16 19
19 15	7 11	26 23	3 7	21 14
16 19	30 26	18 22	18 14	7 16
24 15	6 9	25 18	9 18	9 5
16 20	18 14	5 9 *a*	23 14	W. wins.

(*a*) J. T. Denvir in the *A. C. R.* tries to draw here as follows:

1 6	22 13	10 19	27 20	8 12
29 25	7 10	27 18	3 8	32 27
2 7	23 19	8 11	18 15	4 8
25 22	16 23	31 27	11 18	27 24
13 17	18 14 *b*	20 24	20 16	18 22

Drawn.

(*b*) But the JOURNAL plays it from this point thus:

21 17	23 26	14 10	20 27	18 11
12 19	31 22	6 15	32 7	
17 14	8 11	27 24	3 10	W. wins.

GAME NO. 64—EDINBURGH.

Twentieth game in the Searight-M'Kelvie match.

Searight's move.

9 13	6 10	6 10	8 11	3 10
24 20	25 21	30 25	31 27	23 18
11 15	10 17	10 17	10 15	5 9
23 18	21 14	25 21	27 24	17 13
8 11	15 19	2 6	15 18	9 14
18 14	24 15	21 14	24 19	18 9
10 17	11 25	6 10	18 27	11 15
21 14	29 22	22 17	32 23	
4 8	1 6	13 22	7 10	
28 24	27 23	26 17	14 7	Drawn.

GAME NO. 65—DENNY.

Last game in the Searight-M'Kelvie match.

M'Kelvie's Move.

10 14	4 8	11 15	10 17	6 9
24 19	25 22	25 22	23 18	24 19
7 10	8 11	15 24	6 10	10 14
22 18	22 18	27 20	27 23	18 15
11 15	9 13	2 7	17 21	14 17
18 11	18 9	31 27	32 28	15 11
8 24	5 14	14 17	1 6 *a*	7 16
28 19	29 25	21 14	28 24	20 11

Searight won.

(*a*) The JOURNAL shows Mr. M'Kelvie the following draw, But were he able to play in this style he could have won the match:

7 11	10 14	14 18	19 24	27 31
28 24	18 9	3 7	15 18	11 7
3 7	5 14	18 25	29 25	29 25
24 19	16 12	7 16	26 22	7 2
1 5	11 15	25 29	25 29	31 26
19 16	12 8	16 11	20 16	30 23
12 19	7 11	15 19	24 27	25 30
23 16	8 3	11 15	16 11	Drawn.

GAME NO. 66—SINGLE CORNER.

Mr. Luther Bradley gives an analyses of the 15th game of the last Barker-Reed match in the *A. C. R.* We give a couple of the variations and add a few of our own.

11 15	12 19	10 26	18 23	27 24
22 18	23 16	19 10	27 18	10 14
15 22	6 10	9 14	20 27	16 19
25 18	26 23	18 9	10 15	14 18
12 16	4 8	5 14	27 31	24 28
24 19	32 27	31 22	18 14	19 24
16 20	8 11	11 15	31 26	28 19
29 25	28 24	10 6	14 9	21 17
9 13	10 15	14 18	8 12	13 22
25 22	21 17	6 2	9 5 *a*	18 25
5 9	7 10-1	18 25	12 16	19 23
19 15	16 7	30 21	5 1	25 22
10 19	2 11	15 18	26 31	
23 16	23 19	2 6	1 6	
8 12	1 5	3 8	31 27	
27 23	17 14	6 10	6 10	Drawn.

(1)

15 19	31 26	2 6	19 15	24 27
24 8	1 5 *b*	26 23	10 19	22 18
3 26	18 15	6 10	17 10	27 31
30 23	10 19	23 19	19 24 *c*	23 19
7 10	23 16	9 14	27 23	Drawn.

(*a*) The following makes an easy win for the white:—*Reed.*

9 6	2 7	15 19	15 18	23 27
12 16	31 27	27 32	28 32	28 32
6 2	7 11	11 15	18 23	19 23
26 31	16 20	32 28	32 28	W. wins.

(*b*) This "knocks out" Mr. Bradley's whole play:—*Reed.*

9 14	18 9	26 31	16 12	18 15
18 9	17 22	27 23	20 24	10 6
1 5	26 17	31 27	12 8	15 10
17 14	13 22	23 18	24 27	6 1
10 17	23 19	27 23	8 3	31 26
22 18	22 26	18 14	27 31	
5 14	19 16	23 18	14 10	B. wins.

(*c*) And even here the white would again lose by black playing 5 9, 10 6, 9 14, 6 2, 14 17, 22 18, 19 23.—*Reed.*

GAME NO. 67—SECOND DOUBLE CORNER.

Played in London between Mr. J. H. Strudwick and Jas. Wyllie.

Strudwick's move.

11 15	22 17	11 15	29 25	14 18
24 19	11 16	18 11	3 8	23 7 *a*
15 24	25 22	7 16	32 28	16 32
28 19	16 20	25 22	8 11	24 19
9 14	17 13	2 7	28 24	9 14
22 18	4 8	22 18	11 15	
5 9	22 17	7 11	31 26	
26 22	8 11	18 15	18 22	
8 11	30 25	11 18	25 11	Drawn.

(*a*) "Cape May", in the Pittsurg *Life*, gives the following play to correct game No. 481 in the *Chronicle-Telegraph*:

23 5	17 10	2 7	24 19	9 6
16 30	6 15	15 18	23 16	1 10
11 7	7 2	13 9	27 24	7 32
10 14 *b*	30 26	26 23	20 27	W. wins.

(*b*) When we have had occasion to visit "Cape May" the JOURNAL always had the following pleasant time:

10 15	9 14	19 23	14 10	31 26
7 2	19 28	17 14	24 27	
12 16	13 9	23 32	10 7	
2 9	15 19	18 23	27 31	
16 19	14 18	20 24	7 2	Drawn.

Solutions to Problems.

PROBLEM NO. 29.

6 2	30 23	10 6	11 18	2 11
22 26-1	27 18	3 7	18 14	Drawn.

(1)

27 23	3 7	23 19	19 1	
10 6	11 8	2 11	11 15	Drawn.

PROBLEM NO. 30.

25 21	25 30	6 9	11 18	22 18
14 18	9 6	18 23	14 39	19 24
21 17	30 25	31 26*	8 11	18 15
18 22	6 2	23 30	30 26	24 28
17 14	25 22	9 14	11 15	15 19
22 25	2 6	30 26	26 22	28 32
14 9	22 18	19 15	15 19	20 16
				W. wins.

PROBLEM NO. 31.

8 11	22 15	7 14	15 10	22 29
15 8	14 18	19 15	17 22	
3 12	15 10	13 17	10 6	B. wins.

PROBLEM NO. 32.

24 20 *a*	25 18	27 23	2 9	
23 14	20 16	18 27	17 3	
32 27	12 19	31 6		W. wins.

[*a*] The black man on 11 should have been on 10.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, APRIL 25, 1892. NO 10.

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JAMES P. REED, EDITOR.

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Checker Chatter.

H. Z. Wright, the well known expert, made the following scores in his recent visit to Coxsackie, N. Y.

Wright....	1	Fairgrieve..	2	Drawn....	7
Wright....	2	Collier.....	1	Drawn....	7
Wright....	2	Van Loon...	0	Drawn....	8
Wright....	24	Others.....	0	Drawn....	3

The "Cross," a pamphlet of 20 pages including the cover, will be issued about May 10, by Mr. Reed. It will contain nearly 100 variations and over 50 notes, making altogether about 150 variations on the most popular lines of this opening at the small price of 15 cents post paid.

The prizes in the Chicago tournament have been awarded as follows; Starkweather and Crowell divided first and second prizes: and Hefter and Baldwin the third. Another tournament is spoken off on the "Ticket" system, and the games are to be drawn in the same manner as in the late Searight-M'Kelvie match.

Mr. Wyllie now says: Should Barker desire to play him the stakes must be no less than £100 and the number of games 100. If Mr. Wyllie should take the right course he would have no trouble about making a match with the world's champion. But Mr. Wyllie's method would be to again raise the number of games and lower the amount of the stakes, so there would be no possibility of a match.

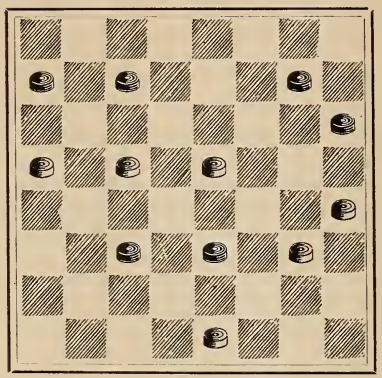
The members of the Motherwell Draughts Club gave a concert on April 9, and Mr. Wyllie, the ex-champion of the world, occupied the chair. He was asked to make a speech, during which he stated: That the American players were only second-class, and that he could find twenty better players in Scotland, and there were players in England and Australia who could hold their own against any in America. Did we not know Mr. Wyllie so well we would be inclined to think his remarks were due to *painfull* explanations, but attribute them to the novel position in which he was placed: it being the first time in his life that he ever occupied the chair at any meeting. Regarding the statement that he could find twenty better players in Scotland than in America, that is perfectly true, for he dare not come to America to find them. The following players could not only beat any player in Scotland, but also Mr. Wyllie himself: Barker, Freeman, Heffner and Reed.

Several well known players have written us saying: Keep on criticising games of well known players and the JOURNAL will be more valuable than all other magazines and columns combined. This is in strong contrast to our dear friend Ferguson, of the *Dispatch*, who, while he admires criticism, can not bear it should it not be altogether in harmony with his views. In our last we remarked: If M'Kelvie could play as well as we could analyze, he would have won the match. This set Ferguson, who is a most passionate lover of everything Scottish, wild, and in answer to a supposititious correspondent, misapplys some very fine poetry, which we would advise him to use that *gift* upon himself. For some time Ferrie has been Mr. Ferguson's fond affection as the coming world's champion, until a short time ago; when we informed him that Mr. Ferrie left Ireland for Greenock to follow his trade of ship carpenter. Since then Ferrie has fallen 50 per-cent in his estimation as a world beater.

PROBLEM NO. 37.

By the Editor.

black.



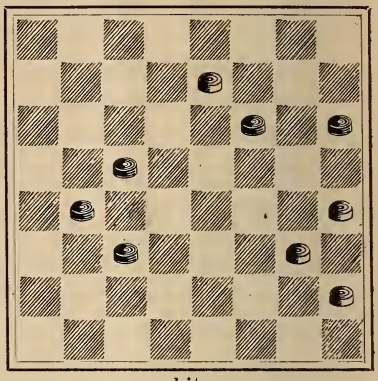
white.

Black to move and draw.

PROBLEM NO. 38.

By the Editor.

black.



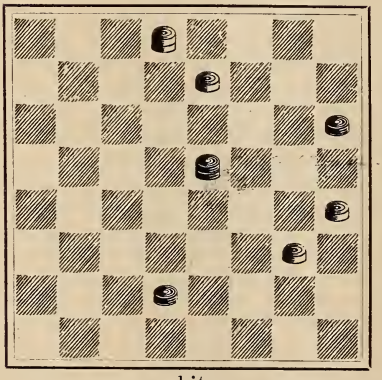
white,

White to move and draw.

PROBLEM NO. 39.

By Jas. P. Murray, Orange, N. J.

black.



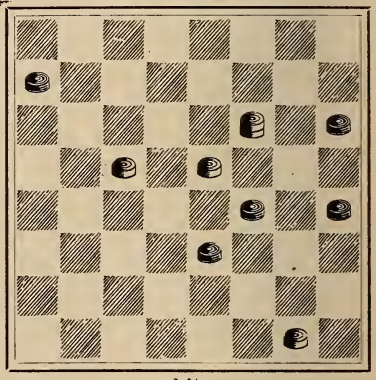
white.

Black to move and draw.

PROBLEM NO. 40.

By Jas. P. Murray.

black.



white.

White to move and draw.

Problems No. 39 and 40 are entered in the prize tournament.

A checker tournament has just been finished at the Winnipeg Chess and Checker Club. Ed Kelly won the first prize a silver cup valued at $40, and $10 in cash which he donated to the club. John McCulloch and Harry Norman won the second and third prizes of a silver medal each. There were ten prizes altogether, ranging from the silver cup down to a hand-satchel presented by the business men of Winnipeg.

Games.

GAME NO. 68—CROSS.

By the Editor.

11 15	12 16	2 6	5 9	23 27
23 18	28 24	22 17	24 19	11 7
8 11	4 8	15 22	9 13	27 32
26 23	22 17	25 18	28 24	20 11
10 14	8 12	6 10	3 7 *a*	32 28
30 26	32 28	17 13	23 18	24 20
6 10	10 15	10 15	14 23	18 23
24 19	17 10	13 6	19 15	21 17
15 24	7 14	15 22	11 18	23 27
27 20	26 22	6 2	2 11	Drawn.

a-Bowen's "Cross," variation 66, leaves it here as a B. win, but continue 23 18 and draw.—See Reed's "Cross" book, variation 9, part 1.

GAME NO. 69—DENNY.

Eleventh game in the Searight-M'Kelvie match.

M'Kelvie's move.

10 14	5 21	7 10	15 10	15 19
23 18	6 1	2 6	9 13	16 12
14 23	21 25	10 14	10 14	23 18
26 19	22 17	6 9	24 20	1 6
11 16	13 22	14 17	16 19	18 15
27 23	26 17	9 13	20 16	12 8
16 20	12 16	17 21	14 10	19 16
32 27	29 22	13 17	16 11	8 3
8 11	2 6	8 12	12 16	16 11
19 15	1 10	17 13	11 8	6 1
11 18	7 21	21 25	16 20	15 10
22 15	22 18	13 9	8 3	1 5
4 8	21 25	25 30	19 23	11 15
25 22	18 14	9 6	3 8	3 8
9 13	25 30	30 25	23 26	10 7
30 26	14 10	6 9	8 11	8 3
5 9	30 25	25 22	26 31	7 2
23 18	10 6	9 6	13 9	3 8
1 5	25 22	18 23 *b*	31 26	15 19
21 17	6 2	27 18	9 5	8 11
6 10	22 18	20 27	26 23	2 6
15 6	2 6	31 24	11 16	11 7
9 14 *a*	3 7	22 15	10 15	
18 9	6 2	6 9	5 1	Drawn.

a-M'Kelvie could have won here by playing 9 14 thus:—*Reed.*

9 14	7 32	20 27	27 31	31 27
17 1	24 19	15 10	6 2	15 10
2 6	32 27	8 11	11 16	27 24
1 10	31 24	10 6	19 15	B. wins.

b-And again M'Kelvie let a win slip by moving 18 23; 18 14 would have won as follows:—*Reed.*

18 14	1 5	1 5	27 23	5 9
6 1	10 6	9 13	20 27	23 18
22 18	5 1	10 15	31 24	26 23
1 5	14 10	13 17	16 20	17 14
18 15	1 5	15 18	24 19	23 16
5 1	6 1	17 13	22 26	14 5
15 10	5 9	18 22	13 17	20 24
				B. wins.

GAME NO. 70—DENNY.

Seventh game in the Searight-M'Kelvie match.

M'Kelvie's move.

10 14	1 6	4 8	22 25	25 30
22 17	32 28	30 25	1 5	12 8
7 10	14 18	6 9	13 22	11 15
17 13	23 14	13 6	5 14	10 19
3 7	10 17	2 9	22 26	26 31
25 22	27 23	25 21	28 24	19 26
14 17	11 15	9 13	11 15	31 22
21 14	23 18	22 17	14 10	8 3
9 25	8 11	15 22	15 18	30 26
29 22	26 23	19 16	20 16	20 16
10 14	17 26	12 19	18 23 *a*	26 23
24 20	31 22	24 6	16 12	16 11
6 10	7 10	5 9	8 11	
28 24	23 19	6 1	24 20	W. wins.

a-This shows clearly that M'Kelvie could not have been in form. Even Ferguson could have won after this.

GAME NO. 71—DENNY.

The twelfth game in the Searight-M'Kelvie match.

Searight's move.

10 14	17 10	16 19	17 14	15 31
23 18	11 18	25 21	10 17	7 3
14 23	30 26	6 10	21 14	8 15
26 19	6 15	31 26 *a*	7 10	3 7
11 16	26 23	2 6	14 7	31 26
19 15	3 7	29 25	12 16	
9 14	23 14	6 9	20 11	
22 17	1 6	24 20	18 23	
7 11	21 17	9 18	27 18	B. wins.

a-17 13 here would have forced black to the following very narrow draw:—*Reed.*

17 13	16 20	14 7	20 27	11 16
10 17	25 21	2 11	32 23	8 11
21 14	4 8	13 9	10 7	16 19
8 11	26 22	5 14	8 12	
31 26	12 16	17 10	7 3	
11 16	22 17	19 23	16 20	
29 25	7 10	27 18	3 8	Drawn.

GAME NO. 72—KELSO.

Sixth game in the Searight-M'Kelvie match.

Searight's move.

10 15	24 19	7 10	32 28	18 23
21 17	15 24	25 21	1 5	26 22
11 16	22 15	3 7	17 13 *a*	14 17
23 18	5 9	22 18	10 14	22 18
16 20	28 19	14 23	18 9	17 22
18 11	4 8	27 18	11 18	18 14
8 15	25 22	20 24	19 15	6 10
17 14	9 14	21 17	5 14	14 17
9 18	29 25	7 11	28 19	2 18

and M'Kelvie resigned.

a-The white could have got a very neat draw here by playing as follows:—*Reed.*

18 14	19 10	26 23	27 23	23 19
11 18	23 27	11 16	24 27	8 11
14 7	28 19	7 3	15 10	19 15
2 11	27 32	16 20	20 24	11 16
17 14	10 7	19 15	10 6	15 10
18 23	32 28	32 28	24 28	
14 10	31 27	23 18	6 2	
6 15	28 32	28 24	28 32	Drawn.

GAME NO. 73—BLACK DOCTOR.

By the Editor.

11 15	10 17	1 6	12 19	10 19
23 19	19 10	24 19	23 16	16 12
8 11	7 14	6 9	8 12	19 23
22 17	27 23	28 24	27 23	26 19
4 8	3 7	2 6	12 19	17 26
25 22	29 25	32 28	23 16	30 23
9 13	6 10	11 15 *a*	15 19	14 17
17 14	31 27	19 16	24 15	B. wins.

a-In game No. 27, *A. C. R.*, between Messrs. Hall and Robinson, 14 18 was played and only drew .

GAME NO. 74—SINGLE CORNER.

By J. H. Jones, Pittsburg, Pa.

For the Prize.

11 15	28 19	10 15	26 23	14 18
22 18	6 10	22 17	1 6	23 14
15 22	25 22	15 19	22 17	16 19
25 18	4 8	17 10	7 11 *a*	6 2
12 16	22 18	19 26	32 28	19 28
29 25	9 14	31 22	11 16	27 23
16 20	18 9	7 14	28 24	28 32
24 19	5 14	16 7	6 9	2 7
10 15	26 22	3 10	17 13	32 27
18 11	8 11	30 26	10 15	
8 24	19 16	2 7	13 6	Drawn.

a-Solution to problem No. 35.

GAME NO. 75—KELSO.

Played at Chicago between Messrs. Hefter and Robinson.

10 15	26 23	15 24	22 17 *a*	12 16
21 17	7 10	28 19	3 7	19 3
11 16	25 21	11 16	23 18	10 19
23 18	10 14	31 26	16 23	3 10
8 11	29 25	4 8	26 19	6 29
17 13	2 7	18 15	14 23	
16 20	24 19	7 10	27 18	Hefter won.

a-The above is game No. 30, *A. C. R.* Mr. Robinson could have scored a win of Charley by playing 22 18 here:—*Reed.*

22 18	14 17	25 21	7 10	21 14
3 7	21 14	17 22	17 14	
32 28	10 17	26 17	10 17	W. wins.

Solutions to Problems.

PROBLEM NO. 33.

This problem should have read black to move and win. See our next issue for solution.

PROBLEM NO. 34.

11 7	16 11*	26 22*	3 7	11 16
10 15	18 15	3 10	19 24	19 23
7 10*	10 7*	12 3*	7 11	16 19
15 19	15 8	10 15	15 19	Drawn.

PROBLEM NO. 35.

See game No. 74.

PROBLEM NO. 36.

31 27 *a*	24 19	11 8	8 11	11 15
9 14	11 15	19 23	15 19	19 24
16 12	19 16	8 4	20 16*	15 19
8 11	15 19	23 26	30 25	
27 24	16 11	4 8	22 18*	
7 10	10 15	26 30	14 23	Drawn.

a-This problem was given in the Pittsburgh *Dispatch* as white to play and win. Mr. Jones says he has not seen the solution, but he is positive that it is only a draw.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, PA., OCTOBER 17, 1892. NO. 11.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.... .....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

EXPLANATION.

We were taken sick in May last, and on recovering it was deemed best, for various reasons, to suspend the JOURNAL until the present time. All subscribers will receive the JOURNAL until their subscriptions are cancelled, when we hope to have the pleasure of their renewal. It is also hoped all checkerists, who are not subscribers, will enroll their names on the subscription list of the *best* checker magazine ever published.

A WORLD'S CHECKER TOURNAMENT.

The Chicago Chess and Checker Club is making great arrangements for a grand World's Fair Checker Tournament and has guaranteed $3000 in prizes to be divided among three classes as follows: Professional class; $1500 as follows: first $500, second $300, third $250, fourth $200, fifth $150, sixth $100. Semi-professional class $1000 as follows: first $250, second $200, third $150, fourth $100, fifth, sixth, seventh, eighth, ninth and tenth $50 each. Amateur class $500 as follows: first $200, second, third, fourth and fifth $50 each, sixth, seventh, eighth, ninth, tenth, eleventh, twelfth and thirteenth $25 each.

Any contributions which may be donated by lovers of the game will be added to the above liberal prizes. All players intending to compete should send in their names to Mr. T. A. Peters, secretary of the committee, suite 9, 150 Washington st., Chicago, Ill.. on or before December 1, 1892. Should there not be sufficient number of entries sent in by that time to warrant its success, it will be abandoned on account of lack of interest.

Checker Chatter.

Our prize tourney will be kept open until December 20. Send in your best games and problems for it. Should they not be good, we will take pleasure in showing you their weak points.

A match for £10 a-side has been arranged between Mr. Richard Jordan, champion of Edinburg, and Mr. Wm Fraser, of Dundee, to take place November 14, at Dundee. It will consist of 20 games, wins and draws to count. It will be played on the Searight-M'Kelvie system.

The Pennsylvania state tournament Thanksgiving Day promises to be the greatest checker tournament ever held in this country. Besides the leading local players, the following well known are expected to enter: Adams, of Arnot, Ager, of Lock Haven, Tyson, of Big Run, Brown, of Altoona, and Karns, of Philadelphia.

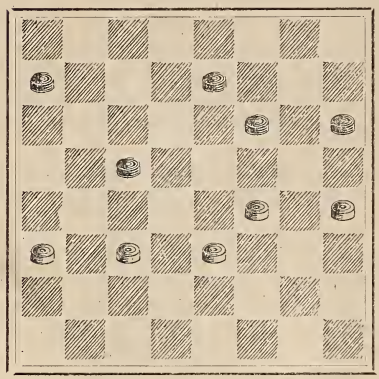
The Chicago Chess and Checker Club began a handicap tournament, September 17, for a gold medal. It is conducted on the Searight-M'Kelvie plan. There is no sense in a handicap tourney for a gold medal, the winner can take no honerable pride in its possesion, unless in the first-class, knowing he won it simply by receiving too much odds.

Six players of the Allegheny Chess and Checker Club have just finished an exciting tourney for a championship gold medal and several lesser prizes. Messrs. Benney, Harrison, Barr and Lamb won first, second, third and fourth prizes respectively. The winners of the first two prizes will be entered in the state championship tourney Thanksgiving Day.

PROBLEM NO. 41.

By the Editor.

black.



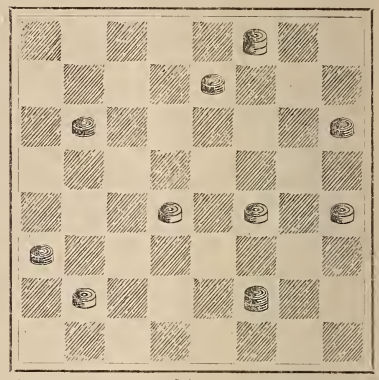
white.

White to move and win.

PROBLEM NO. 42.

By the Editor.

black.



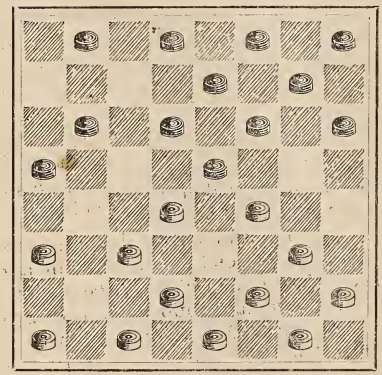
white.

Black to move and white to draw.

PROBLEM NO. 43.

By Harry Stevens, Beatrice, Neb.

black.



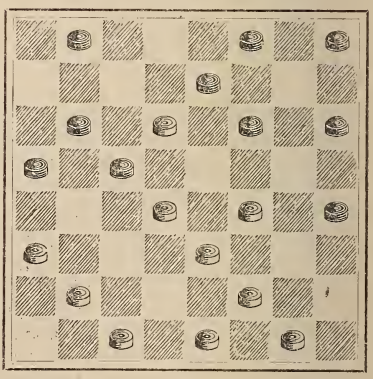
white.

White to move and win.

PROBLEM NO. 44.

By Harry Stevens.

black.



white.

Black to move and draw.

Problems No. 43 and 44 are entered in the prize tournament. Mr. Stevens will give Andeson's 2d, American reprint, for the best solution to problem No. 43. Solutions to be forwarded in two weeks.

At Glasgow, Mr. Wyllie has played 479 games; winning 423; losing 2 and 54 draws. A remarkable score against some *remarkably* poor players. A few of those sittings with Scaright, Bryden and others would have changed the score remarkably.

Games.

GAME NO. 76— WILL O' THE WISP.

By Joseph Maize, McDonald, Pa.
For the Prize.

11 15	12 16	9 18	15 19*	16 19
23 19	26 23	23 14	2 6-2	27 24
9 13	1 5*a*	16 20	19 26	20 27
22 18	30 26-7	26 23	31 22-1	32 16
15 22	2 7-6	8 12	9 13	12 19
25 18	28 24*b*	25 21-5	6 10	10 14
7 11	13 17	6 9	4 8	13 17
19 15	21 14	14 10 3	10 15	14 5
10 19	7 10	11 15	8 12	17 22
24 15	14 7	10 7	22 18*d*	
5 9	3 28	12 16	5 9	
29 25	18 14	7 2	15 10	Drawn.

(*a*) I submit this as the only sound reply to 26 23. Legget and Gardner show a draw by 2 7, also a draw from 3 7, but either line can be beaten.

(*b*) 25 22 gives white a strong game, but does not afford crowding probabilities as move in the text.

(*c*) In practice I have tried to draw by 15 18, but white pins the man on 5, crowns man on 17, forces black man from 4 to 16, and, colors reversed, secures a win similiar to various endings emanating from the "Fife."

(*d*) 21 17, 5 9, 15 19, 16 23, 27 18, 12 16, 17 14, Drawn.

(1)

6 13	30 25	14 10	20 27	16 12
26 30	17 14	16 19	32 16	8 11
21 17	25 22	27 24	4 8	Drawn.

(2)

23 18	5 14	10 26	4 8	32 16
19 24	31 26	16 19	14 10	12 19
2 6	24 31	21 17	8 12	
9 14	6 10	20 24	10 7	
18 9	31 22	17 14	24 27	Drawn.

(3)

23 18-4	18 22	7 2	30 25	27 24
11 15	17 14	4 8	10 7	20 24
18 11	22 25	2 6	11 15	32 14
9 18	11 7	8 11	7 2	
21 17	25 30	14 10	15 18	Drawn.

(4)

21 17	4 8	7 3	12 16	10 15
9 18	14 10	16 19	7 10	24 27
23 14	8 11	3 7	15 19	31 24
11 15	10 7	19 24	23 18	
17 13	11 16	17 23	19 23	Drawn.

(5)

23 18	3 7	17 22	27 23	10 7
6 9	22 25	26 17	24 27	16 19
14 10	7 10	21 14	23 19	11 15
9 14	15 18	4 8	27 31	26 22
18 9	10 14	18 15	3 8	15 24
5 14	18 22	12 16	31 26	20 27
25 21	14 17	15 10	8 11	32 23
11 15	22 26	8 12	26 23	22 18
10 7	31 22	10 7	19 15	
14 18	25 30	16 19	12 16	
7 3	22 18	7 3	15 10	
18 22	30 26	19 24	23 26	Drawn.

(6)

3 7	3 8	6 10	25 18	9 13
23 24	4 11	8 3	14 23	18 22
16 20	18 14	5 9	10 7	31 26
26 22	9 18	3 8	2 11	22 31
7 10	22 8	10 14	8 15	23 26
24 19	26 30	18 15	23 26	22 28
11 16	31 26	13 17	15 18	
19 3	30 23	15 10	26 31	
10 26	27 18	17 22	21 17	White wins.

(7)

31 26	27 20	25 22	22 13	7 3
3 7	9 14	7 11	14 17	31 27
28 24	18 9	19 16	21 7	23 18
16 20	11 27	6 10	11 16	27 23
24 19	32 23	16 7	20 11	
20 24	5 14	2 11	8 31	Drawn.

GAME NO. 77—DUNDEE.

Played by correspondence between Mr. S. Bradfield, Green Valley, Ill., and Mr. O. H. Allison, of Schaller, Iowa.

12 16	24 19	1 6	18 2	27 28
22 18	15 24	31 26	9 25	6 2
8 11	28 19	6 9	2 9	31 26
18 14	4 8	22 18	5 14	2 7
9 18	29 25	3 8*a*	17 13	10 15
23 14	8 11	26 22	25 30	19 10
10 17	25 22	2 6	13 9	25 19
21 14	11 16	30 25	30 26	32 23
16 20	26 23	8 11	9 6	19 26
25 21	6 10	25 21	26 31	Bradfied
11 15	21 17	11 15	27 24	won.

[*a*] This move is original with Mr. S. Bradfield, and corrects Robertson's "Guide," page 97, "Bristol," part 2, variation 55 at 19th move, a variation which is by the author himself, Mr. Robertson.

The above game is from the *Review* which illustrates the game after 3 8, and gives the following for a draw:

27 24†	9 18	23 14	9 18	Drawn.
20 27	15 6	16 23	32 14	John T.
18 15	3 9	26 19	7 11	Denvir.

(†) But the JOURNAL shows how Mr. Allison could have won the game and sustained Robertson by the play below:

18 15	16 23	14 7	18 22	17 14
9 18	26 19	11 18	19 15	9 18
23 14	7 11	7 3	5 9	27 24

Drawn.—*J. P. Reed.*

GAME NO. 78—BRISTOL.

Played at Pittsburgh between H. F. Mc Ateer and Joseph Maize.

Mc Ateer's move.

11 16	8 12	8 12	2 11	15 24
24 20	27 23	22 18	27 24	28 19
16 19	4 8	12 19	1 5	17 22
26 16	23 16	18 9	26 23	25 9
12 19	8 12	6 13	19 26	5 14
22 18	32 27	31 27	30 23 *a*	21 17
9 14	12 19	11 15	10 14	14 21
18 9	27 23	20 16	29 25	23 18
5 14	3 8	7 11	13 17	
25 22	23 16	16 7	24 19	Drawn.

(*a*) A splendid problem for black to move and draw after this.

GAME NO. 79—SINGLE CORNER.

By Jas. P. Reed.

11 15	25 22	5 14	28 19	13 22
22 18	12 16	32 27	1 5	21 17
15 22	21 17	3 7	27 24*b*	22 25
25 18	8 12	30 25	9 13	31 27
8 11	17 13	6 9*	22 18	25 30
29 25	7 10	13 6	14 17*a*	18 15
4 8	27 24	2 9	25 21	11 18
24 20	9 14	24 19	17 22	20 2
10 15	18 6	15 24	26 17	W. wins.

(*a*) If 5 9; then 25 21, 13 17, 26 22 wins.

(*b*) This corrects the A. D. P. variation 101 at the 8th move. We sent the play to Mr. Janvier to learn if it had been published before. He replied that it had not, and sent us play on the same line by Mr. Wyllie, which corrects the A. D. P., variation 100 at the 5th move, and "knocking out" the whole play on 30 25 after 3 7. Instead of 1 5 at (*) play:

16 19	25 25	18 23	17 26	16 11
23 16	10 14	15 10	23 30	3 7
12 19	16 12	6 15	20 16	11 15
25 21	30 26	8 3	30 26	7 3
14 18 *c*	12 8	15 19	16 11	1 5
27 23-1	26 19	3 7	26 23	21 17
18 25	24 15	11 15	11 8	5 9
23 16	7 10	7 10	19 24	13 6
15 18	27 24	15 18	28 19	2 9
31 27	10 19	10 7	23 16	17 13
25 30	24 15	18 22	8 3	15 10

B. wins.

(*c*) The A. D. P. gives 1 5 here and only draws.

(1)

22 17	17 14	21 18	13 6	
1 5	10 17	6 9	2 9	B. wins.

Solutions to Problems.

PROBLEM NO. 37.

22 25	16 7	32 27	7 2	21 17
24 19	29 25	10 1	16 7	32 27
25 29	31 27	27 23	2 11	17 13
20 16	23 32	15 11	8 12*	18 14
8 11*a*	14 10	23 16	22 18	28 24

Drawn.

(*a*) Corrects a problem in the Pittsburg *Life*.

PROBLEM NO. 38.

24 19	26 31	8 15	12 19	10 15
22 26	3 8	27 24	15 10	27 24
7 3	31 27	19 16*	24 27	15 10*a*

Drawn.

(*a*) Mr. Peel, whom I was playing the with, says: "That is a mean way to sneak out of a loss."—*J. P. R.*

PROBLEM NO. 39.

26 31	31 27*a*	15 10*b*	27 23	23 27
7 3	3 8	8 11	11 8	Drawn.

(*a*) If 15 11; then 24 19, 31 27, 3 7, 27 24, 7 16, 24 15, 16 19. 15 24, 2 7, 24 19, 7 10 white wins by first position.

(*b*) If 27 23; then 8 11, 15 8, 24 19 white wins.

PROBLEM NO. 40.

11 16	27 31	2 7-1	18 22	10 15
20 24	10 6	9 14	7 10	
32 28	31 27	15 10	22 26	
24 27	6 2	14 18	16 20	
14 10-2	5 9	10 6	26 31	Drawn.
		[2]		
2 6	13 17	15 11	19 24	10 15
9 13	10 14	22 26	28 19	24 20
6 10	17 22	14 10	27 24	B. wins.
		[2]		
15 10	10 7	7 3	28 19	
27 31	31 27	19 24	27 24	B. wins.

THE

Weekly Checker Journal.

VOL. 1. PITTSBURG, PA., OCTOBER 25, 18 2. NO. 12.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions.... .....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

Checker Chatter.

Jas. Hill is to pay Alfred Jordan's expenses to the World's Fair tournament.

The Newcastle *Weekly Courant* is offering prizes to the amount of £12 for endgames and stroke problems.

A. V. Valentine, of Rock Island, and H. S. Wood, of Moline on Thanksgiving Day will contest a match of ten games for a gold medal and the Rock Island county championship.

H. F. M'Ateer spent a very enjoyable week in Chicago during the World's Fair dedicatory services. The *Chronicle-Telegraph* readers will get the benefit of his visit in its next issue.

W. C. Brown will enter the Thanksgiving Day tournament, should he get the time from his employment. W. H. Tyson states he will surely enter unless something unexpected should happen.

W. H. Tyson writes: "In game No. 78 at the 39th move, play 15 18 instead of 13 17 and black will win." That was our mistake in jotting down the game from memory. The game was played from the 36th move as follows: 24 19, 15 24, 28 19 13 17 drawn.

A national Scotch tournament was mooted for the holidays, but it fell through. The Lanarkshire Draughts Association refusing to give it the encouragement which was naturally expected from the strongest checker association in Scotland. Their reasons wer based on Ferrie being champion of Scotland and they would back for that title. It is too bad that the association did not give its aid to promote such an interesting tournament as our Scotch friends could have given, instead of developing into a Ferrie admiration association, and who is champion of Scotland merely by Wylie and Martins' sufferance.

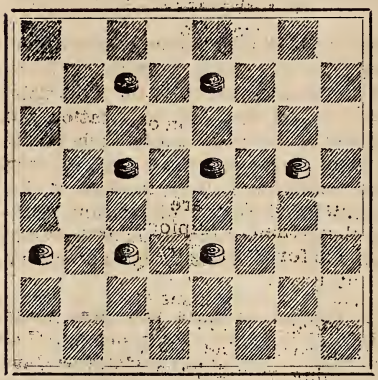
Our English cousins are very much troubled about their championship. The usual mode is for either Christie or Jordan to put up a forfeit and offer to give or take reasonable expenses to play any player in England. Should it not be accepted in a reasonable time, then the person so doing would have the championship according to usage. A tournament, especially on such a vague system as the London tournament, is hardly the proper way to determine who is the champion more than the one time. While we do not believe Christie to be the best player in England, he has according to all sporting principles, the best claim to that title.

The Cross, by Mr. Reed, has met with the approbation of all the players, who have gotten this little book, both on account of its practibility and cheapness, it costing but 15 cts. Mr. Reed has the manuscript all ready for his next pamphlet on the Single Corner and it will be issued by the holidays. It will consist of 28 pages containing 229 variations and the price will be 25 cts. These pamphlets will be of more than ordinary value on account of their adaptness to cross-board practice. The majority of pamphlets now published are by a class of players who compile them merely to see their names attached as the author and who are utterly incompetent to select such games as will be beneficial to the student. Often these publications create impressions, which, from their poor character, are most harmful to the student and take years to eradicate.

PROBLEM NO. 45.

By the Editor.

black.



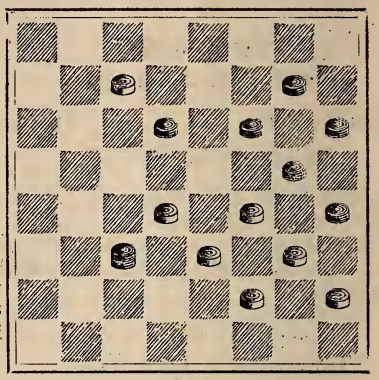
white.

White to move and draw.

PROBLEM NO. 46.

By the Editor.

black.



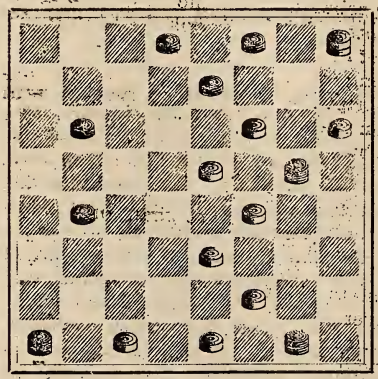
white.

White to move and win.

PROBLEM NO. 47.

By H. B. Washburn, Brewer, Me.

black.



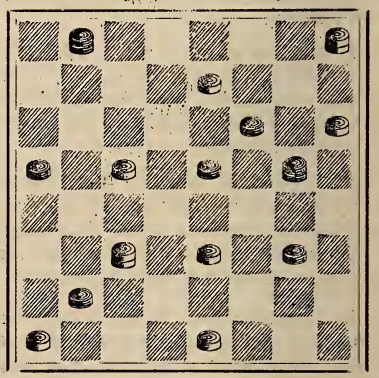
white.

White to move and win.

PROBLEM NO. 48.

By Sam Nay, New York.

black.



white.

Black to move and win.

Mr. Hopkins is the piller of the game in Chicago, R. W. Patterson in Pittsburg and L. A. Tillinghast in Providence. —Providence *Journal.* Faugh? You can not class those three together at all. Messrs. Hopkins and Patterson use their influence in getting the leading players of their cities to play and promote the game, instead of building a barbed wire fence around their leading players like Mr. Tillinghast does with Freeman.

Problems No. 47 and 48 are entered in the prize tournament

Games.

GAME NO. 80—SINGLE CORNER.

Glasgow Herald.

Arranged and analyzed by Mr. J. M'Ateer, Glasgow.

11 15	8 12	9 18	5 9A	12 16	27 31	
22 18	28 24	26 23	21 17	30 26B	3 7	
15 22	7 10	7 11	9 13	22 31	31 27	
25 18	32 28	25 7	17 14	14 10	7 2	
10 14-1	3 7	11 18	13 17	31 24	27 23	
29 25	31 26	22 15	25 21	28 12	2 9	
12 16	4 8	2 18	17 22	18 23	23 18	
26 22-2	18 15	19 16	21 17	12 8	15 11*e*	
16 20	14 18	12 19	8 12	23 27	White	
24 19	23 14	24 15	17 13	8 3	wins.	

A- 6 10, 15 6, 1 10 will draw.

B- Corrects *Drauhts World*, part 2, variation 6 at 42d move. (Mr. Campbell gives 14 9, which allows a draw.)

(1)

8 11	5 9	19 26	2 11	20 24	27 18
29 25	28 24	30 23	23 19	22 18	6 9
4 8	10 15	7 10	1 5	24 27	13 17
25 22	19 10	24 19	31 26	18 9	19 15*d*
12 16	6 15	15 24	9 14	10 14E	
24 20	32 28	28 19	18 9	9 6	Drawn.
8 12	16 19	3 8C	5 14	27 31	
27 24	23 16	19 16†	20 16D	6 2	
9 13	12 19	8 12	11 20	31 27	
24 19	26 23	16 7	26 23	2 6	

†- The most natural move, and the only one to draw.

C- Mr. J. Macfarlane, Glasgow, gives this move to correct Kear's "reprint," S. D. P., where 9 14 is played. I consider 9 14 a stronger move than 3 8: it leaves white a very narrow draw—if there is one.

D- Macfarlane plays 26 23, which allows black to win. This position comes from problem No. 1402, *Weekly Herald*, which I published as an ending from the "Double Corner."

(E)

27 31	31 27	10 14	27 24	24 19	
23 18	18 15	15 10	18 15	Drawn.	

(2)

25 22	11 16	27 23	13 17	27 23G	18 27
16 20	17 10	6 9	23 19	12 19	26 23
24 19	16 19	31 27	2 7	23 16	27 31
8 12	23 16	9 13*c*	10 6	15 18	16 12
28 24	12 28	22 18	7 11	6 2	31 27
4 8	26 22	15 5	15 10	20 24*	23 19
19 15	9 14-3	18 9	11 15	2 6	17 22
7 11	18 9	5 14	19 16	24 27	
22 17	5 14	20 26*b*	8 12F	32 23	Drawn.

F-Corrects *Draughts World*, part 4, variation 12, at 21st mkve. [Mr. Campbell gives 15 19, and white wins.]

G- 16 11, 14 18, 21 14, 18 23. 27 18, 15 31—Drawn.

(3)

9 13	1 6	6 10	14 17	32 27	5 9	
27 23	11 8	16 11	21 14	A 6 1-5	22 18	
8 12	16 19	2 6	9 25	27 24	13 17	
31 27	23 16	11 7	30 21	18 22	1 5	
12 16	12 19	10 14*a*	27 23	24 19	9 13	
1 5 11	27 24	7 2	10 15	21 17	5 9	
6 15	20 27	6 9	23 27	19 15	19 24	
11 8	32 16	3 7	15 18	17 14	9 14	
3 12	28 32	32 27	27 32	15 19	17 21	
18 11	8 3	7 10	2 6	14 10	28 23	

W. wins.

H- Mr. Campbell in the *Draughts World* variation 15, Note I, plays 6 10, 27 32, 10 15, 32 27, 15 29, and leaves it here as a win for black. Of course that is a misprint. as it is white that is supposed to win. But it is no misprint for Mr. C. to play the white crowned piece from squre 2 to 19, showing that he knows nothing about the win, in fact is ignorant of the system. He lays it down to the student that white can win by blocking the black crowned piece in the double corner, or holdinfi it in check till he crowns the piece on 21. But this is quite a mistake, as there is no way of winning the ending unless by the above play. The system is something similar to problem No. 1597 in *Weekly Herald* by Mr. A. J. Heffner. You must retreat with the white king and place it on square 1 before you can win. This position(colors reversed) comes from a Double Corner ending, that I published as problem No 1409 in *Weekly Herald*. If Mr. Campbell means to come before the draught players of this country as an analyst, he would be the better of a few lessons from the "New School"—J. M'A.

(4)

6 10	27 32	19 23	9 14	26 31	25 30
27 32	18 23-5	32 28	27 31	17 22	
10 15	32 28	27 32	28 24	23 26	
32 27	23 27	5 9	31 26	22 25	
15 19I	28 32	32 27	13 17	26 22	Drawn.

(5)

19 23	22 22	21 17	23 18	17 14	14 5	
33 28	28 24	5 9	24 19	19 23	Drawn.	

I-Mr. Campbell, as already remarked, leaves it here as a win. But there is no win by the system he adopts as I show in variations 4 and 5.

We give Mr. M'Ateer's play in full, on account of its instructive endings and add the following notes for Mr. M'Ateer's

benefit.

We think Mr. M'Ateer gives Mr. Campbell a rather rough and unnecessary scoring, but hope in time Mr. M'Ateer will have that natural freshness of the so called "New School" worn off, and learn what is new to him is old to those that keep posted. The following notes by us will enlighten him on some old as well as some new play.

a- Instead of 10 14 white can find quite a nice draw by:

32 27	3 7	24 27	30 25	18 23
7 2	24 19	16 19	13 17	19 26
27 24	7 11	27 31*	22 13	31 29
2 9	19 24	19 23	15 18	
5 14	11 15	30 25*	23 19	Drawn.

b- Had Mr. M'Ateer looked for another win he could have found it by playing:

30 25	19 16	10 3	23 19	25 22
13 17	8 11‡	19 24	27 31	
23 19	15 8	27 23	19 16	
2 7	3 19	24 27	31 26	W. wins
		(‡)		
8 12	3 10	14 18	29 29	16 19
15 11	6 15	10 15	2 6	13 9
12 19	31 26	18 22	25 25	19 16
11 2	23 19	15 18	6 9	13 22
19 24	20 24	22 25	25 29	16 19
27 23	25 22	13 9	9 14	14 18
30 27	26 23	25 29	29 25	19 16
2 6	22 13	9 6	21 17	9 6
27 31	23 16	29 25	25 21	W. wins.
19 7	15 10	6 2	17 13	

c- The following draw displays what sometimes can be done with two men short. We would like to have given more play on this ending, but space does not permit it.

2 6	17 14	15 19	7 3	26 22
23 18	32 27	18 14	19 23	17 15
14 23	14 5	31 27	3 7	22 26
27 18	27 31	22 17	23 27	13 9
24 24	15 11§	2 23	30 26	26 22
21 17	8 15	11 7	27 31	10 14
24 27	18 11	3 10	25 21	18 23
32 28	6 15	14 7	31 26	14 10
28 32	23 18	23 18	7 10	23 18
				Drawn.
		(§)		
30 26	23 16	22 17	18 14	17 13
31 27	8 12	16 19	6 9	14 17
10 7	16 11	26 22	14 10	
3 19	12 16	27 23	9 14	Drawn.

d- Mr. M'Ateer will find this end game in almost all the books that have been published.

e- Again he is a little late in publishing this as Drummond has this full game in his second edition in 1858. The problem mentioned in note (H) was published early in the seventies by Mr. Deans.

Now my dear boy, please be easy on the "Old Timers" in the future, remember it is only little fun they are after.

GAME NO. 81—WHITE DOCTOR.

Played at Pittsburg between Jas. P. Reed and G. D. Sherrow.

Reed's move.

10 14	15 24	10 15	6 10	31 26
22 18	28 19	19 10	22 17	13 9
11 16	4 8	12 26	7 11	26 22
25 22	29 25	30 23	12 8	9 6
8 11	8 11	2 6	11 16	22 17
24 20	23 18	22 17	8 3	6 2
16 19	9 14	6 15	15 18	17 13
23 15	18 9	17 10	3 7	2 6
14 23	5 14	7 14	18 27	10 15
26 19	26 23	25 22	17 13	7 2
6 10	11 15	3 7	27 31	14 18
31 26	32 28	20 16	7 11	
11 15	15 24	1 6	16 20	
2 23	25 19	16 12 *a*	11 7	B. wins.

a- White could have drawn here. See problem No. 45.

Solutions to Problems.

PROBLEM NO. 41.

20 16	12 16	23 16	18 23	14 7
1 20	22 17	14 18	15 11	
19 15	16 19	17 14	17 10	W. wins.

PROBLEM NO. 42.

21 30	30 25	12 19	9 18	
3 10	19 16 *a*	18 14	10 15	Drawn.

a- This corrects game No. 93 of the *Review*, which gives a diagram of the position *to show* the win. 10 15, 27 24, 19 16 also draws.

PROBLEM NO. 49.

Solution held over.

PROBLEM NO. 44.

Solution held over.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, PA., NOVEMBER 8,1892. NO. 13.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada..... .1.50
All foreign subscriptions.... .....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

Checker Chatter.

There are six names to the World's Fair checker tournament from Pennsylvania, including that of Mr. Reed who is entered in the first-class.

Mr. Wyllie's score for a week at Glasgow was winning 79 out of 90 games and 11 draws. This makes a total of 723 games played at Glasgow of which he won 709, lost 2, and 82 draws.

Mr. H. Jackson, professional checker expert, has reached Chicago, and his scores are, as usual, rather one-sided, and not in his favor. But he does not mind such slight obstacles, his system of keeping scores will easily overcome that.

The *Chronicle-Telegraph* copied JOURNAL problem No. 45 and badly mixed it. The man on 6 was placed on 10 and the terms were given for white to win instead of draw, and hence destroying, in spite of its two solutions, a very practicable problem.

Do you wish to learn checkers? Send in your subscription to the JOURNAL. Do you want to improve your play? Get the JOURNAL so you get sound play. Do you want your friend to take the best checker magazine ever published? Send us his name and address.

The match for the championship of Rhode Island between W. H. Wales, of Woonsocket, and Chas. Lawson, of Providence, began at Woonsocket last Saturday. Four games were played with the score: Wales 1; Lawson 0; drawn 3. The next sitting takes place next Saturday at Providence.

We will leave solutions to prize problem No. 43 open for two weeks longer. Should there be no correct solutions in by that time we shall return Anderson's Second (American reprint) to Mr. Stevens. Problem No. 43 is quite a hard one, and will "knock out" a line of play that will surprise a great many checkerists.

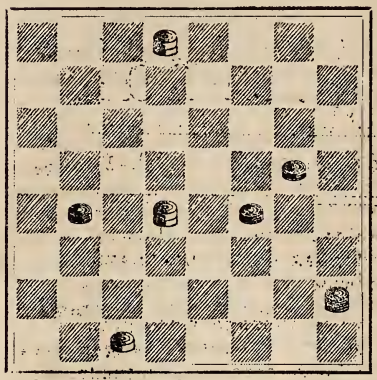
Jas. Ferrie, of Greenock, will make a tour of Scotland previous to challenging the world's champion, Chas. F. Barker to a match for $500 a side, and he to get $100 for expenses. It is said, should the match take place, that Jas. Searight, of Glasgow, will accompany him as coach. Should Mr. Searight come over, Mr. Reed would be only too pleased to make a match with him for $250 a side and will allow him $50 to play the match in Pittsburg. If Mr. Searight be willing to make this match, there need be no dispute about the style of play, as Mr. Reed will play under any conditions of recent matches.

James P. Reed ex-champion of America, says: "None of the checker columns in America are any good." This is rather rough on such expert editors as Denvir, Clouser, DeFreest, McAteer, Stearns, Calvert, Hull, etc.—*Dispatch*. Mr. Ferguson conducts the above column through *shear* ability, and he is a great admirer of his own column, and perhaps the only one. Once in awhile, when we want to have a little innocent fun, we say something to Man-afraid-to-have name-published similar to the above, and it generally makes our sensitive friend wince. While we told Mr. Ferguson the above, it was with no idea that it would be published, nor did we say it for any other purpose than as stated. Our columns are fully equal, as apparent to those with a fair knowledge of the game, to any across the pond, and in go ahead-ativeness to procure news, especially the *Chronicle-Telegraph*, are much superior.

PROBLEM NO. 49.

By the Editor.

black.



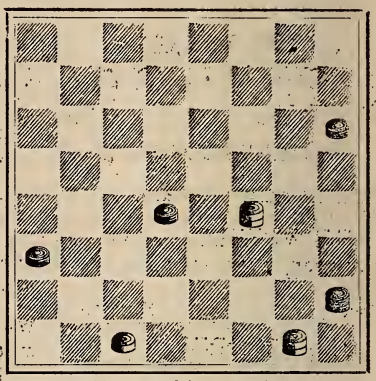
white.

White to move and draw.

PROBLEM NO. 50.

By W, Beatty, Liverpool, England.

black.



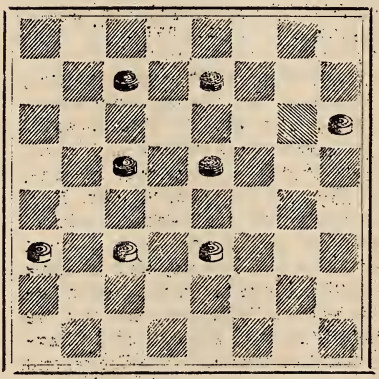
white.

White to move and draw.

PROBLEM NO. 51.

By A. C. Johnston, Pittsburg.

black.



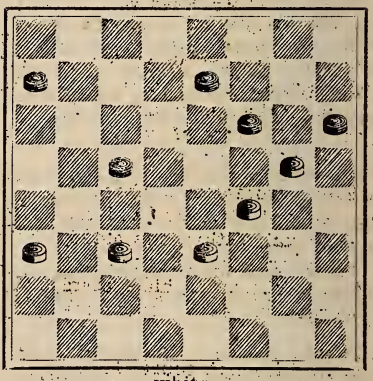
white.

White to move and draw.

PROBLEM NO. 52.

By John Mullholand, Pittsburg.

black.



white.

Black to move and draw.

Problem No. 49 came up in cross-board play recently and reminded us of problem No. 50 by Mr. Beatty, which demonstrates a new idea of playing with three against four and securing a draw. Problems No. 51 and 52 are entered in our prize tourney. No 51 will show that game No. 81 had a later draw than shown by us in problem No. 45. Problem No. 52 was won by us from one of the leading players of the state, and given by us as problem No. 41 for white to move and win, but Mr. Mullholland must needs bring out one of those irratating draws by which we know him so well.

Games.

GAME NO. 82—DEFIANCE.

Played at Pittsburgh between Jas. P. Reed. and A. C. Johnston.

		Reed's move.		
11 15	8 11	10 15	1 6	10 14
23 19	19 15	25 22	31 27	11 8
9 14	10 19	6 10	11 16	14 18
27 23	24 8	32 28	18 15	23 14
5 9	4 11	3 7	9 13	16 32
22 18	28 24	24 1*b*	15 11	14 9
15 22	7 10	15 24	14 13	7 11
25 18	29 25	28 19	22 15	B. wins.

GAME NO. 83—BRISTOL.

Played at Coxsackie, N. Y., between H. Z. Wright and D. H. Daly.

		Wright's move.		
11 16	5 9	14 18*c*	19 24	16 20
24 20	27 24	21 17	28 19	1 6
16 19	8 12	5 9	16 23	20 24
23 16	16 11	17 14	13 9	6 10
12 19	3 8	10 26	23 19*b*	12 16
22 18	31 27	32 27	15 10*c*	9 5
10 14	18 23	2 5 32	8 15	16 20
18 15	27 18	30 5	7 11	18 22
7 10	14 23	32 27	4 8†	24 27
25 22	22 17	5 1	11 18	
14 18	1 5	27 20	8 11	
29 25	17 13	1 10	10 6	
9 14	9 14	20 16	11 16	
20 16	26 22	10 7	6 1	Drawn.

a- A new move. Robertson gives 12 16 at this point.

b- In another game Wright varied as follows:

12 16	16 20‡	4 8	20 24	24 28
25 21	17 13	11 4	5 1	1 5
23 18	8 12	18 11	12 16	28 32
21 17	7 10	9 5	10 7	5 9
				Drawn.

c- In a third game Daly varied:

7 10	25 22	22 17	17 13	9 6
12 16	12 16	20 24	8 12	2 9
				Drawn.

The above game was kindly contributed with notes by Mr. A. J. Collier. The following two notes are the JOURNAL's.

†- Mr. Wright could have won thus:

15 18	7 14	17 22	16 20	24 27
11 15	24 19	19 15	6 2	
2 7	14 17	12 16	20 24	
15 24	25 21	9 6	2 7	B. wins.

‡- We tried hard to get a black win by 8 12, but could do no better than a draw.

GAME NO. 84—BRISTOL.

Mr. H. *Z.* Wright gave some interesting collated play for amatuers in the *American Checker Review* on this opening. The JOURNAL believes the following interesting and recommends them to Mr. Wright.

11 16	22 18	14 18	28 24	14 18*a*
24 20-2	10 14-1	26 23	9 14	22 15
16 19	18 15	19 26	25 22	8 11
23 16	7 10	30 7	18 25	15 8
2 19	20 16	2 18	29 22	3 28
				B. wins.

a- In variation 2, 5 9 is given and allows a draw; we think this is better.

		(1)		
9 14	25 22	4 8	27 24	19 23*b*
18 2	8 11	29 25	11 15	27 11
5 14	22 17	8 12	32 27	B. wins.

b- Mr. Wright stars this move and jumps 26 19, and black wins. Most amatuers would jump 27 11 to learn how black does wins.

23 18	25 9	15 8	23 14	22 17
16 20	5 14	4 11	10 17	25 30
24 19	31 26	25 22	21 14	17 14
0 14	2 7	11 16*e*	1 17	30 26
18 15	29 25	22 17	19 15	15 10
7 10	7 11	6 9	16 19	19 24
22 17	26 22	17 13	30 25	
9 13	11 18	3 7	17 21	
27 23	22 15	13 6	25 22	
13 22	8 11	14 18	21 25	Drawn.

c- In note [k], the student is informed that 11 16 will lose for the black. Some students might get a little weary of such advice.

GAME NO. 85—BRISTOL.

Played in Glasgow, Scotland, between Jas. Wyllie, ex-champion of the world, and D. M'Callum.

		Wyllie's move.		
11 16	29 25	27 24	7 11	8 11
23 18	3 7	20 27	27 31	18 9
16 20	31 27	32 7	18 14*b*	11 15
24 19	7 11*d*	8 11	31 27	9 14
10 14	21 17	22 18	22 17	28 24
7 10	14 21	11 16	4 8	14 10
22 17	26 22*c*	7 3	11 4	15 11
9 13	11 18	16 19	27 23	5 9*a*
27 23	23 7	25 22	17 13	
13 22	2 11	19 23	1 5	
25 9	19 16	3 7	4 8	
5 14	12 19	23 27	23 18	

a- Mr. Wyllie drew the game after some more moves not recorded.

b- Mr. Wyllie's number of lost games, in Glasgow, would have been increased just one-third had Mr. M'Callum taken the following line of play:

28 24	24 19	8 3	27 24	22 17
31 27	16 12	27 24	12 16	9 13
24 20	19 24	3 8	24 27	19 23
27 24	12 8	24 27	16 19	13 22
20 16	24 27	8 12	6 9	W. wins.

c- 19 16 here would have made an easy win for the white.

d- Loses; 1 5 would draw as in the third game of the late Searight-M'Kelvie match. We give the play as the game has never been published:

1 5	32 28	14 17	6 2	19 23
25 22	16 9	21 14	12 16	22 17
20 24	17 13	9 27	20 11	5 9
27 20	10 15	10 6	8 15	
7 11	15 6	27 31	2 7	
22 17	2 9	26 22	15 19	
11 27	19 10	31 27	7 11	Drawn.

GAME NO. 86—DOUBLE CORNER.

Played at Norwich, England, between T. M. Hogg, Norwich, and J. Entwistle.

Hogg's move.

9 14	14 18	18 27	7 11	7 14
22 18	20 16	32 16	1 6	3 7
5 9	10 14	10 19	4 8*b*	18 23
25 22	16 12	22 18	6 10	7 11
11 16	7 10	14 23	14 18	23 26
24 20	27 24	16 11	22 15	11 15
16 19	2 7	8 15	11 18	26 30
23 16	31 27	28 24	30 25*a*	16 12
12 19	1 5	19 28	28 32	14 17
18 15	24 20	25 1	20 16	21 14
9 13	5 9	9 14	3 7	30 21
29 25	27 23	25 22	12 3	Drawn

a- The above game is from the Newcastle *Chronicle*. The JOURNAL gives the following play for a white win:

10 15	20 16	21 17	17 14	6 2
18 22	8 11	13 22	26 30	23 19
15 18	15 8	30 21	14 10	11 7
22 25	32 27	24 20	30 26	3 10
18 15	8 11	21 17	10 6	2 6
28 32	27 24	22 26	26 23	W. wins.

b- In a game, a couple of months ago, between Mr. Reed and one of the Pittsburg players the following was played:

11 15	15 19	4 8	27 23	18 14
30 25	6 10*c*	16 11	14 10	6 1
28 32	32 27	8 15	23 18	19 23
20 16	10 17	17 14	10 6	Reed won.

c-6 10, 5 9, 10 17, 9 13, 21 25 would have drawn.

GAME NO. 87—DYKE.

Played in the Rhode Island state championship match between Mr. W. H. Wales and Charles Lawson.

Lawson's move.

11 15	13 22	7 10	26 30	16 19
22 17	25 18	24 15	15 11	2 7
15 19	7 10	10 19	30 25	19 23
24 15	14 7	18 15	11 8	7 2
10 19	3 10	14 17	16 20	25 27
23 16	27 23	23 18	8 3	17 14
12 19	11 16	8 12	12 16	9 18
26 22	32 27	26 22	3 7	2 9
8 11	2 7	17 26	25 30	27 32
30 26	21 17	31 22	22 17	14 10
4 8	5 9	19 23	30 26	18 23
22 18	17 13	29 25	18 15	9 14
9 13	10 14	23 26	26 22	23 26
18 14	27 24*a*	25 21	7 2	15 9

and the game was eventually drawn.

a- Black had a very neat win here by 16 20, 24 15, 7 10.—*Reed.*

Solutions to Problems.

PROBLEM NO. 45.

22 17	23 18	13 9	6 2	11 15
6 10	14 23	26 30	26 22	
17 22	21 17	9 6	2 11	
15 19	23 26	30 26	22 13	Drawn.

PROBLEM NO. 46.

6 2	19 10	9 18	10 7	27 23
18 11	11 15	15 22	26 30	20 27
2 6	6 9	25 18	7 3	3 8
10 14	8 11	22 26	30 26	W. wins.

PROBLEM NO. 47.

12 8	4 8	31 6	8 3	19 23
3 12	16 7	2 9	29 22	
15 10	19 16	30 25	3 19	
7 14	12 23	32 23	9 14	W. wins.

PROBLEM NO. 48.

13 17	15 29	15 18	24 27	20 9
22 13	29 22	22 8	31 24	1 3

W. wins.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, PA., NOVEMBER 16,1892. NO. 14.

THE WEEKLY CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada..... .$1.50
All foreign subscriptions..... .....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

H. Z. WRIGHT'S *GREAT* CHALLENGE TO THE WORLD.

Checker Editor Chronicle-Telegraph.

DEAR SIR—I am prepared to play an unrestricted match of 30 games with any player in the world on the following conditions: I ask odds of but four players in the world namely Barker, Reed, Wylie and Ferrie. I will play any of those four if I am given three games, said match to be played for from $100 to $250 a side and to take place within three week from signing articles. European players must pay their own expenses, and I will play only in Boston. With Barker, each man to pay his own expenses. With Reed, I will give or take $50 for expenses. With Hefter or Denvir, I will give or take $75 for expenses; with Priest $35, and Schaefer $25. My preference is: Hefter, Denvir, Heffner, Priest and Reed. This offer will remain open until January 1 1893, and first come first will be served. I have posted a forfeit of $50 in the hands of a well-known sporting man of this city, whose name will be disclosed upon the acceptance of this proposition.

Very respectfully yours,

H. Z. WRIGHT.

BOSTON, MASS, October, 19, 1892.

Mr. Wright's challenge is issued simply to bring his name prominently before the checker world. No European player would think of playing him a match under such an absurd condition of paying their own expenses to play him in Boston. Of the five players for whom Mr. Wright shows his preference. Hefter's business does not allow him the time to engage in match playing. Denvir, under great inconvenience, might find time to make a match and give him a beating, as he has previously done without much trouble. We are not in position to know why Mr. Heffner would not care to increase his assets by a few hunderd dollars Mr. Priest has, for a long time, retired from the game, and consequently cannot be taken into consideration. Regarding ourselves, it would be nonsense to enter into an unrestricted match of 30 games with a player, who claims to be, as his challenge indicates, the third player in America. If Mr. Wright desires a match, we will play him a match of 50 games, restricted as in the Reed-Barker match 1889, and give him three games of a start.

Checker Chatter.

Mr. J. B. Ferguson, secretary of the Pennsylania State Checker Association, has sent in his resignation to president McAteer. He has retired from the game.

The second sitting, in the Rhode Island championship match, between Wales and Lawson resulted in the rather one-sided score of three to nothing in Mr. Wales favor. Total score: Wales 3; Lawson 0; drawn 3.

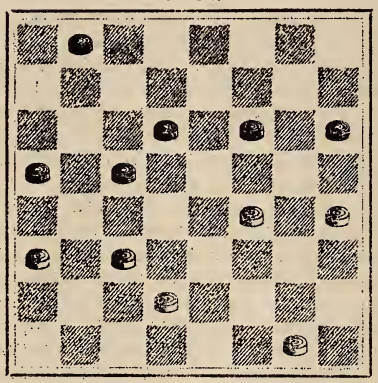
It has been decided to hold a tournament at Glasgow, January 2, 1892, open to all *bona fide* residents of Scotland for 12 months. £20 will be given for the first, and there will be appropriate prizes to the second, third and fourth players. It is to be hoped that all the leading Scotch players will enter, and make it a grand success.

A tournament for the championship of Michigan will commence to-day at Detroit, prizes amounting to $250, the largest ever given in any checker tournament heretofore, will be given. Among the entries are McGreevy, Robinson, O'Maley, Perry and others. McGreevy should win first prize of $100 and entrance fee to the World's Fair Tournament and $50 for expenses.

PROBLEM NO. 53.

By the Editor.

black.



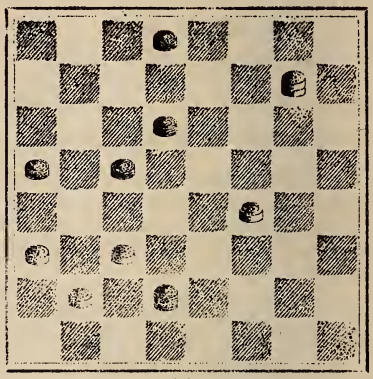
white.

Black to move and draw.

PROBLEM NO. 54.

By the Editor,

black.



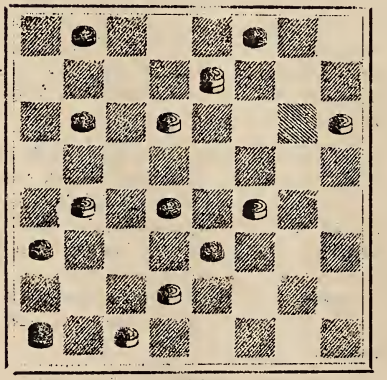
white.

White to move and win.

PROBLEM NO. 55.

By Chas. Mierzwa, Pittsburg.

black.



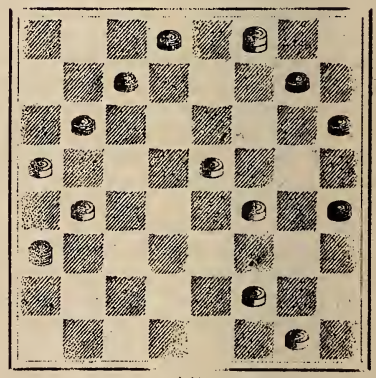
white.

White to move and win.

PROBLEM NO. 56.

By James Wyllie.
Draughts World.

black.



white.

White to move and draw.

Problem No. 53 is a correction of Drummond's Second Reprint, variation 81, A, by Jas. Lees. Problem No. 54 came up a couple of years ago with one of the Chicago players. In a game recently between two local players, the same position occurred, but overlooked the win.

Problem No. 55 is by Pittsburg's sixteen year old player, is his first effort. Judging by his cross board play he will do much better the next time. Problem No. 56, by the famous ex-champion, suggests a neat idea of Dr Schaefer's and will be a difficult nut for the student to crack.

Games.

GAME NO. 88—LAIRD AND LADY.

Played between Mr. James Watson, St Ninians, and Mr. John Crawford, Cambusbarron. Scotland.

11 13	21 14	6 9	30 26*a*	7 30
23 19	15 18	23 18	11 15	21 7
8 11	24 20	1 6	18 4	2 11
22 17	4 8	25 21	9 27	
9 13	27 23	13 17	31 24	
17 14	18 27	2 2 *b*	3 8	
10 17	32 28	6 10	4 11	B. wins.

a- 19 16 draws.—*Aberdeen Free Press.*

b- 29 25 at this point prevents the nice cut given above and wins for the opposite side—*Reed.*

29 25	25 22	28 24	31 27	30 25
9 13	6 10	2 6	6 9	W. wins.

GAME NO. 89—AYRSHIRE LASSIE.

By R. Gray, Aberdeen.

11 15	4 8	9 14	10 15	9 13
24 20	31 27	30 26	25 22	6 9
8 11	1 6	6 9	13 17	14 17
28 24	19 16	24 19	22 13	21 14
9 13	12 19	15 31	15 22	11 15
24 19	23 16	22 6	6 1	23 19
6 9	14 18*b*	31 22	22 26	15 24
27 23	16 12	25 18	15 6	28 19
9 14	5 9	7 10	2 9	
32 28	26 23	29 25	1 6	W. wins.

Corrects published play.

a- 20 11, 11 20, 22 17, 13 22, 21 17, 14 21, 23 14, 10 17, 25 4—what result?—*Aberdeen Free Press.*

b- By playing 6 9 here black wins, and makes unnecessary all of the above play:

6 9	21 14	13 17	19 16	17 22
16 12	10 26	25 21	15 18	
2 6	23 19	9 14	24 19	
26 23	6 10	29 25	9 13	
14 17	30 23	5 9	28 24	B. wins.

GAME NO. 90—WHITE DYKE.

By the Editor.

11 15	12 16	8 12	5 9-1	16 19
22 17	25 22	27 24	13 6	23 16
8 11	4 8	15 18	1 10	12 19
17 14	29 25	32 27	25 21	22 17
10 17	6 10	7 10	3 7	7 10
21 14	24 20	26 23	30 25	17 13
9 18	10 17	10 14	10 15	19 23
29 14	22 13	31 26*a*	26 23	B. wins.

(1)

26 22	15 18	6 2	25 29	10 19
10 15	14 10	10 15	2 6	22 26
22 17	2 7	25 22	29 25	
14 21	10 6	18 25	6 10	
23 14	7 10	27 23	25 22	B. wins.

a- Mr. F. Teshelliet shows a very narrow draw for the black if white play 30 26 here, In note [*a*], game 74, English Tournament Games, [1892], "it says; 31 26, 2 6, 26 22, 11 15, 20 11, 12 16 and black has a formidable game." But continue 11 7, 3 10, 21 17 and white wins easily,

GAME NO. 91—FIFE.

Played at Glasgow, Scotland, between Mr, Jas. Wyllie and Mr J. Stewert.

Wyllie's move.

11 15	23 14	20 27	17 14	4 8
28 19	9 25	31 24	10 17	2 7
9 14	29 22	7 11	21 5	31 26
22 17	3 8	24 20	24 27	7 14
5 9	22 17	15 24	5 1	26 19
26 23	5 9	28 19	6 10	14 10
1 5	30 25*a*	11 16	1 6	19 23
17 13	11 16	20 11	2 9	18 14
8 11	27 23	8 24	13 6	
25 22	16 20	22 18	27 31	
14 18	25 22	12 16	6 2	Drawn.

a- The usual move here is 27 23; but 30 25 seems to be as good, if not better.

GAME NO. 92—OLD FOURTEENTH.

Contributed to the *People's Journal* by J. H. Strudwick, London, England.

Played between J. Goodall and W. Busby.

Goodall's move.

11 15	8 11	9 18	6 9	2 10
23 19	26 23	29 25	13 6	19 16
8 11	18 22	10 14*a*	1 17	2 19
22 17	25 18	17 10	25 21	24 15
4 8	15 22	7 14	18 22	31 24
17 13	30 26	20 16*b*	21 14	28 19
15 18	11 15	3 7	22 31	
24 20	26 17	31 26	32 28	
11 15	15 18	14 17	7 10†	
28 24	23 14	21 14	14 7	Drawn.

a- The thought has often occurred to me—Is this safe for a draw?

† 2 6 loses at once by

19 15 12 19 15 11 7 16 24 15 W. wins.

b-In a handicap some years ago Mr. A. H. Granger played 31 26 here against Mr. E. Taskington, of London, and won with

the white:

21 26*c*	26 23	13 6	21 14	32 28
5 9	2 7	1 10	10 17	
19 15	15 10	23 19	19 3	
3 8	6 15	14 17	17 21	W. wins.

Can any one show after this? If so, I should be glad to see it.—*J. H. S.*

‡ THE WEEKLY CHECKER JOURNAL is the place to apply for such information. and give it as:

31 26	25 21	23 18	15 11	19 16
14 17	17 22	27 31	22 17*d*	12 19
21 14	21 14	18 15	32 28	24 6
6 9	22 31	31 26	17 14	2 9
13 6	27 23	14 10	10 7	Drawn.
1 17	31 27	26 22	3 10	*Reed.*

d- 22 18 would lose here by 10 7, 2 11, 20 16 white wins.

GAME NO. 93—SOUTER.

People's Journal.

Played at Dundee, Scotland, between R. Martins and A. Shearer.

Martins' move.				
11 15	22 17	7 10	4 8	18 23
23 19	15 18	14 7	18 27	6 10
9 14	24 20	3 10	24 20	27 31
22 17	18 22	31 26	30 16	11 15
6 9	17 14	22 25	20 11	23 26
17 13	10 17	26 23	14 17	9 6
2 6	21 14	25 30	11 7	31 27
25 22	6 9	31 26	10 14	6 2
8 11	26 17	11 15	6 2	26 30
27 23	9 18	20 16	6 10	2 6
14 18	17 14	5 9	2 6	30 26
23 14	1 6	16 11	10 15	6 2
9 25	32 27	9 14	8 11	
29 22	18 22	11 4	15 18	
4 8	27 24	15 18	13 9	Drawn.

GAME NO. 94—AYRSHIRE LASSIE.

Played at Glasgow, Scotland, between Mr. T. H. Hulley and Mr. Jas. Wyllie.

Hulley's move.				
11 15	31 26	5 9	6 1	12 19
24 20	14 17	25 22	30 25	24 15
8 11	21 14	18 25	1 5	8 12
28 24	10 17	29 22	25 22	15 8
3 8	23 14	9 13	5 9	4 11
2 19	9 18	22 18	22 25	18 15
9 14	26 22	13 17	9 14	11 18
26 23	17 26	18 14	25 30	14 23
5 9	30 14	17 22	27 23	21 17
22 17	6 9	14 9	30 25	23 18
1 5	13 6	22 25	23 18	7 11
17 13	2 18	9 6	25 21	28 24
15 18	32 28	25 30	19 16*a*	12 16

Drawn.

a- Mr. Wyllie could have won the game as follows:—*Reed.*

14 9	19 16	6 2	2 7	7 3
21 17	12 19	8 12	10 15	8 12
18 14	24 6	28 24	9 14	3 7
17 10	7 10	12 16	4 8	W. wins.

Solutions to Problems.

PROBLEM NO. 49.

2 7	16 19	23 19	22 18	26 31
28 32	23 27	32 27	15 19	23 18
18 14	14 18	19 24	18 22	28 32
17 21	27 31*a*	27 23	20 24	19 16
7 11	18 22	24 28	32 28	32 28
16 20	32 28	23 19	31 27	
11 16	19 23	28 32	22 26	
16 23	28 32	19 16	27 23	Drawn.

a- The above problem occurred in cross-board play, and we thought it quite practible, but in looking over it again we find the following win:

32 28	27 32	20 24	24 27	28 24
19 23	23 26	18 23	26 31	B. wins.

PROBLEM NO. 50.

19 15	32 27	31 26	31 26	24 19
18 22	28 32	32 27	29 25	
15 19	27 31	26 31	19 24	
22 25	25 29	27 32	32 28	Drawn.

PROBLEM NO. 51.

6 10*a*	23 14	7 10	7 10	18 22
12 8	10 26	3 7	15 18	17 13
14 18	8 3	10 14	10 17	Drawn.

a- This problem shoud have read "Black to move and white to draw."

PROBLEM NO. 52.

11 20	20 24	27 31	26 22	14 17
19 15	23 18	18 9	14 9	2 11
14 17	24 27	31 26	5 14	
22 13	15 14	9 6	6 2	Drawn.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, PA., NOVEMBER 26,1892. NO. 15.

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JAMES P. REED, EDITOR.

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Checker Chatter.

The match at Dundee between Richard Jordan, champion of Edinburgh, and Robert Frazer, champion of Dundee, for a purse of £20 resulted in the score: Jordan 6, Frazer 2, drawn 9.

A checker match of twenty games has been arranged to take place at Erie or Pittsburg between Andrew Webster, of Erie, and James P. Reed for a stake of $20 and $5 on each game. It will be played during the holidays.

Mr. G. D. Sherrow, checker editor of the Pittsburg *Life*, won the prize, American Reprint of Anderson's Second, for the best solution to problem No. 43. Mr. Sherrow's solution being the only correct solution sent in.

Mr. H. J. Jackson appears to be making quite a score in Chicago. His score with the most prominent players is:

Jackson....	1	Hefter.....	1	Drawn..	0
Jackson....	0	Denvir.....	1	Drawn..	4
Jackson...	1	Mitchell.....	1	Drawn..	2
Jackson....	11	Starkweather.	7	Drawn..	6

He writes "My scores with the poorer players are all one-sided."

During Mr. Kearns' presence in the city, he made the following scores:

Kearns.....	0	Reed.....	5	Drawn..	3
Kearns.....	1	Patterson.....	0	Drawn..	2
Kearns.....	2	Maize.....	0	Drawn..	3
Kearns.....	5	Ferguson.....	0	Drawn..	0

It is only fair to state that Mr. Ferguson had a win on Mr. Kearns, but he had forgotten the book play.

We learn from the Chelsea, Mich., *Standard* that the Michigan players have finished their state tournament. John McGreevy winning first prize, M. McNamara second, A. O. Robinson, formerly of New York state, third, Dr. W. B. Banks fourth, Fitsie Barrus, fifth. A set match is talked of between A. O. Robinson and M. McNamara. James Labadie was a visitor at Detroit during the tournament and gave the players a few examples of his fine playing. He says he can beat H. Z. Wright and is not afraid of J. P. Reed.—*Woonsocket Reporter.* That is right my boy, don't be afraid, but which one of these three do you prefer to act as stakeholder in a match for two hunderd aside? R. Dissette, of Toronto, Ed. Mason, of Detroit, or H. F. McAteer, of the Pittsburg *Chronicle-Telegraph.*

The tournament for the state checker championship was not the success it has previously been. Messrs. Tyson, of Big Run, and Brown, of Itoona, did not put in appearance as their business did not allow them the necessary time. The finish being very unsatisfactory on account of several misunderstandings. Mr. Boyle, after defeating Benny and Maize, resigned, and, to keep it running smoothly as he thought, in favor of Maize, but the committe would not allow this, considering it unfair to the other players. Kearns and Gibson failed to play their round and left the championship unsettled for this year. The following are the detailed scores:

FIRST ROUND

Kearns....	4	Konold.....	0	Drawn..	0
McAteer....	3	Binhardt.....	1	Drawn..	2
Maize....	2	Craig.....	1	Drawn..	5
Boyle.....	4	Benny.....	0	Drawn..	0
Gibson....	5	Harrison.....	3	Drawn..	0

SECOND ROUND

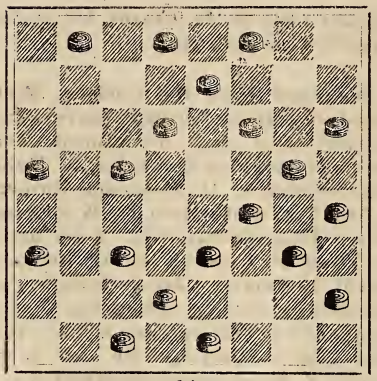
Kearns:....	4	McAteer.....	0	Drawn..	0
Boyle.....	2	Maize.....	1	Drawn..	3

Gibson a bye.

PROBLEM NO. 57.

By the Editor.

black.



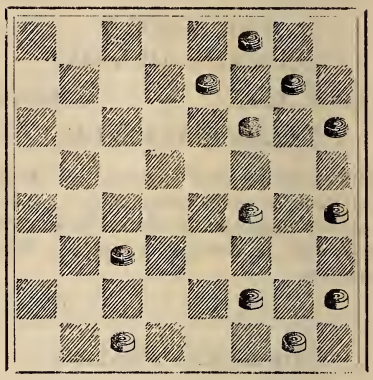
white.

Black to move and draw.

PROBLEM NO. 58.

By the Editor.

black.



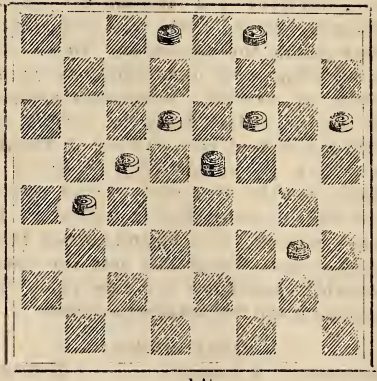
white.

White to move and win.

PROBLEM NO. 59.

By John Mullholand, Pittsburg.

black.



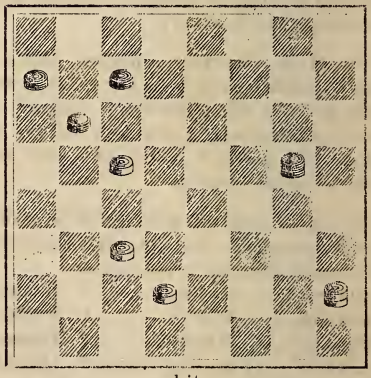
white.

White to move and draw.

PROBLEM NO. 60.

By W. C. Stillwagon, Pittsburg.

black.



white.

White to move and draw.

Problems No. 59 and 60 are entered in our prize tourney. Problem No. 57 is another correction of Drummond's Reprint and "knocks out" an old time win. Problem No. 58 was won by Mr. Reed in cross-board play. Problem No. 59 by genial John is one he drew, last week, against one of Pittsburg's leading players. Mr. Stillwagon makes his *debut* in the problem world with problem No. 60. The idea was suggested by an ending of a game he drew with Mr. Reed.

Games.

GAME NO. 95—EDINBURGH.

By Harry Stevens, Beatrice, Nebraska.

9 13	6 10*b*	8 15	10 19	7 16
22 18	27 23*c*†	22 17*	24 15	32 27
10 15	1 5	13 22	16 19	
25 22	30 25*d*	25 11	23 16	
5 9	11 16	9 14	12 19	
23 19*a*	18 11	19 15-	15 10	W. wins.

†- Solution to problem No. 43.

a- I adopted this move soon after I started to play "checks," before I *knew* any book play. Played it against C. F. Nordhoff, Cincinnati, and he played it in turn against Henry Hutzler, who said it was strong, and asked Mr. Nordhoff where he got it. Since then, (long after) I see it in Robertson's "Guide," where at (*b*) 7 10 is played and white wins, but I can draw against Robertson's continuation. At (*c*), Fred O'Maley said he preferred 26 23, and we continued it by correspondence thus:

26 23	24 19	15 10	10 3	7 11
10 14	15 24	8 11	11 16	1 5
19 10	28 19	22 18	20 11	32 27
2 6	11 16	20 24‡	8 29	25 22
29 25*e*	18 15	27 20	3 7	30 26*d*
6 15	16 20	3 8	29 25	22 25
				Drawn.

‡- Solution to problem No. 44.

d- We are inclined to think that white can win here by 15 10—*Reed.*

e- The following play shows Mr. O'Maley could have won had he played as follows—*Reed*:

24 20	25 19	31 27	30 25	32 28
6 15	14 23	9 14	14 18	
28 24	27 18	18 9	21 17	
1 5	7 10	5 14	3 7	W. wins.

GAME NO. 96—CROSS

Played at the Chicago Chess and Checker Club between Harvey L. Hopkins and Geo. H. Slocum.

Hopkins' move.

11 15	26 19	9 13	27 23	14 23
23 18	11 16	17 14	20 24	17 14
8 11	19 15	6 9	30 26	13 17
27 23	16 20	14 10	5 9	10 7
10 14	24 19	2 6*b*	22 17	3 10
23 19	4 8	25 22	13 22	24 7
14 23	22 17	18 25	26 17	17 22
19 10	14 18	29 22	9 13	15 11
7 14	32 27	9 14	23 18	Drawn.

a- Mr. Reilly thought 12 16 would win, but Mr. Slocum questions its winning and offers the following for a draw:

12 16	15 8	22 25	31 22	22 13
19 12	6 24	8 11	30 25	15 19
13 17	8 4	25 30	22 18	24 28
28 19	17 22	21 17	25 22	18 15
5 11	4 8	23 26	11 15	28 32
				Drawn.

b- The above game is from the *American Checker Review.* The JOURNAL will show how Mr. Hopkins could have won the game by the following play:

9 14	25 18	12 16	17 13	26 30
31 26-2	13 17	29 3	9 14	14 21
2 6	10 7-1	10 28	3 7	30 26
28 24	3 10	17 10	14 17	
5 9	30 26	6 22	7 10	
26 23	17 22	21 17	22 26	
18 22*	26 17	28 32	10 14	B. wins.

(1)

15 11	25 11	23 19	11 7	7 2
8 22	17 22	26 31	26 25	20 27
30 25	19 15	15 10	26 18	
6 15	22 26	31 26	14 23	B. wins.

(2)

25 22-3	14 18	21 17	6 24	22 15
18 25	30 25	8 11	28 19	13 29
29 22	2 6	15 8	5 9	B. wins.

(3)

30 26	17 22	31 24	31 27	6 1
2 6	19 15	18 27	10 6	29 24
26 23-4	12 26	25 2	1 10	
13 17	27 23	27 31	15 6	
28 24	25 27	24 19	8 11	B. wins.

(4)

28 24	21 14	27 18	31 24	15 8
14 17	18 23	20 27	8 11	6 31
				B. wins.

GAME NO. 97—FIFE.

Played at the Home Hotel between G. H. Kearns, of Philadelphia, and Jas. P. Reed.

Kearns' move.

11 15	13 22	10 17	1 5	22 26
23 19	25 9	21 14	17 22	17 13
9 14	6 13	28 26	8 11	6 10*a*
22 17	29 25	31 22	32 27	14 7
5 9	8 11	12 16	2 6	3 10
26 23	23 18	30 26	26 25	18 15
9 13	11 16	4 8	17 22	11 18
24 20	20 11	22 18	24 19	23 7
15 24	7 23	13 17	16 20	26 31
18 19	18 14	25 21	21 17	Drawn.

a- Wants to be sure of the draw.

GAME NO. 98—DOUBLE CORNER.

Played between Reed and Kearns.

Reed's move.

9 14	15 24	5 14	24 28	28 32
23 17	28 19	26 22	17 14	14 9
11 16	4 8	11 15	3 7	20 24
25 22	22 17	23 18	22 17	18 14
8 11	8 11	15 24	19 24	32 27
24 19	25 22	18 9	23 18	25 18
16 20	11 16	10 15	7 11	27 25
29 25	22 18	30 26	9 5	26 19
11 15	7 11	15 19	24 27	16 23
17 13	18 9	27 23	32 23	B. wins.

GAME NO. 99—SINGLE CORNER.

By the Editor.

11 15	12 16	2 6	9 14*b*	15 24
22 18	21 17	27 24	18 9	12 8
15 22	9 13	6 15	5 14	14 18
25 18	17 14	24 19	31 26	22 15
8 11	6 9	15 24	1 6*a*	10 19
29 25	23 19	28 19	26 23†	8 3
4 8	16 23	7 10	12 16	19 23
24 20	26 10	14 7	19 12	3 7
10 15	8 12	3 10	11 15	24 27
25 22	30 25	25 21	23 19	Drawn.

a- Solution to problem No. 53. This corrects variation 81, A, of Kear's Reprint of Drummond by Jas. Lees.

(†)

32 28	11 15	8 3	10 14	10 19
12 16	12 8	18 25	7 10	
19 12	14 18	3 7	25 30	Drawn.

b- By playing 10 14 here, the game runs into the well-known ending, colors reversed, by which J. M'Ateer corrects J. Macfarlane in the Glasgow *Herald*. See game No. 80, variation 1, of the JOURNAL:

10 14	5 14	6 10	24 27	27 24
31 27	32 27	15 9	6 2	20 15
14 23	1 6	11 15	27 31	14 18
27 18	27 23	9 6	2 6	
9 14	13 17	15 24	31 27	
18 9	22 13	23 19	6 1	Drawn.

GAME NO. 100—FIFE.

By A. W. Valentine, Rock Island, Ill.

11 15	17 13	4 8	22 17	11 16
23 19	8 11	26 23	8 11	13 9
9 14	25 22	9 14	26 22	6 13
22 17	14 18	31 26*a*	16 20	
5 9	29 25	11 16	30 26	B. wins.

a- Clouser's Bowen,s "Fife," variation 37, by J. D. Janvier gives this for a black win. I submit the following play for a white win:

30 26	18 22	2 22	12 16	24 15
1 5	25 9	14 18	19 12	11 25
22 17	5 14	23 14	15 19	W. wins.

Solutions to Problems.

PROBLEM NO. 53.

See game No. 99.

PROBLEM NO. 54.

8 11	6 9	25 18	9 14	2 6
26 17	11 7	14 23	10 6	26 22
11 15	10 15	7 11	26 30	6 9
2 6	19 10	23 26	6 2	
15 11	17 22	11 15	30 26	W wins.

PROBLEM NO. 55.

26 22	23 30	12 8	1 10
18 25	17 14	3 12	7 25
30 26	9 18	10 6	W. wins.

PROBLEM NO. 56.

17 14	32 14	3 7	7 2	7 2
9 18	6 10	21 17	14 17	
27 24	15 6	19 15	2 7	
20 27	2 18	17 14	17 14	Drawn.

The match at Rock Island, Thanksgiving Day, between A. W. Valentine and H. S. Wood for the championship of Rock Island Co. resulted in a victory for Mr. Valentine. The score being Valentine 3, Wood 0, drawn 5.

Owing to the first-class players not sending in a sufficient number of names to warrant making the World's Fair Tournament a success, it has been abandoned. However, there will be a World's Fair Checker Congress.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, PA., DECEMBER 5,1892. NO. 16.

THE WEEKLY
CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM.

United States and Canada.....$1.50
All foreign subscriptions..... .....7s.
All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

"THE EXPLODING BALLOON."

"Mr. J T. Washington, of San Francisco, who bears the distinction of being the only man on the coast who defeated J. P. Reed." The above is one of the many untruthfull digs we, now and then, get from "The Exploding Balloon," who is, at present, illegally publishing the *American Checker Review*

While in San Francisco, among the players we met was Mr. Washington, whom we found to be a fine gentleman and a good checker player. We had at least a half-dozen sittings, during which Mr. Washington won a few games from us, and at no one sitting did we win a less number of games than we lost during all our sittings. We sent Mr. Washington a copy of this number, and he can, if he desires, substantiate the truthfullness of the above.

Speaking of scores reminds us of one Mr. Denvir published in the, *Inter-Ocean*, July, 1891, to the affect that: "Mr. Reed would have to win a few games yet to even his score with the editor of this department." The above item was correct. Mr. Denvir, after our return from a visit to Pittsburg, did win three games to our one. In publishing a score of this kind, he is truthfullness itself. But he failed to publish our next sitting: when the score was four to one in our favor: nor any of the sittings afterwards. They were, to you, not *interesting* enough to publish, were they Johnny?

Our first sitting was during the summer of '88, we won three to nothing and 14 draws. Three months afterwards, in a tourney with the following players, Hefter, Wright, Denver and Reed, each player was to play ten games with each other, Mr. Denvir resigned when the score was one each and four draws.

At the end of January, 1889, we took up our permanent residence in Chicago, and from that time till July, 1891, a space of thirty months, we had many, many a sitting with Mr. Denvir and he never *won* a game during all that time. No wonder the poor fellow was so happy! and that we did not want to mar his joyousness by paying any attention to his publishing the score.

Checker Chatter.

A match is talked off between Schaefer and Wright. We don't think they will ever come to a match.

Off seventeen names sent in to the World's Fair committee, seven were from Pennsylvania, and not one from Illinois. Mr. Reed was the only leading player to send in his name.

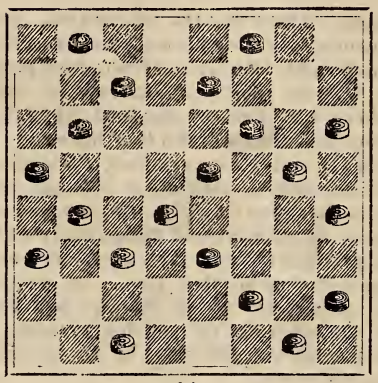
The Newcastle Weekly *Chronicle* has started a correspondence tourney with 244 entries to compete for prizes amounting to £13. £5 will be given to the winner of the first prize. Counting 60 moves to each game and three days to every move, it will be four years before the tourney is finished. The winner will have spent 10s for postage, and the postage will cost the 244 entries £30 8s 6d to win £13.

Mr. Hefter replies to Mr. Wright's challenge saying, that he will play him or any other player visiting Chicago a match on the Searight-M'Kelvie style, As there is no possibility of Mr. Wright playing on those terms, Mr. Reed has written Mr. Hefter accepting his offer, and will play about the middle of January. This will give the Chicago players an opportunity to show the world what they will do with players visiting Chicago.

PROBLEM NO. 61.

By the Editor.

black.



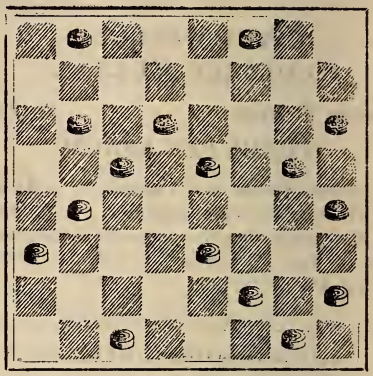
white.

Black to move and win.

PROBLEM NO. 62.

By the Editor,

black.



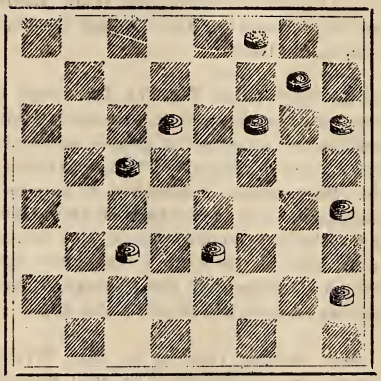
white.

Black to move and draw.

PROBLEM NO. 63.

By H. F. McAteer, Pittsburg.

black.



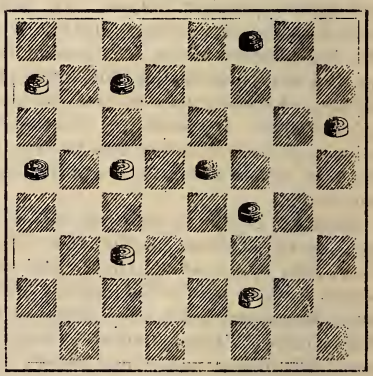
white.

Black to move and draw.

PROBLEM NO. 64.

End game between Wylie and Reed.

black.



white.

White to move and win.

Problem No. 61 is given in Schaefer and Kelly's Ayshire Lassie, variation 16 by J. Bertie, as a white win. We just reverse the result. With problem No 62, we send greetings to Dr. Schaefer. Prob. No. 63 is what one of our players thought "a sure thing on Mac'," but it was not there, although it was afterwards tried in several different ways, could anything but a draw be shown, Problem No. 64 occurred in play between Wylie and Reed in 1883. Game in our next issue.

Games.

GAME NO. 101—FIFE.

Played between Jas. P. Reed and H. F. McAteer.

Reed's move.

11 15	9 14	18 25	2 27	24 20
2 19	25 21	29 22	7 11	15 24
9 14	7 11	14 18-2	17 13	28 19
22 17	30 25	23 14	16 20	8 11
5 9	3 7	11 16-1	22 17	17 14
17 13	26 23	27 23	20 27	10 17
14 18	1 6*a*	6 9*b*	31 24	21 14
21 17	25 22	13 6	11 16	W. wins

a- To quote an old saying: "If at first you don't succeed, try, try again." We have lost all faith in that old quotation, especially if applied to checkers, We tried 1 5 here, a new move, but nothing will ever induce us to try that again, unless some of our readers find a draw for us. We admit we can't, and add the following play to prove it a white win:

(1)

11 16	20 11	7 16	22 18	2 7
24 20	8 24	32 27	20 27	18 15
15 24	27 20	4 8	31 24	
28 19	12 16	27 24	8 12	
5 9	20 11	16 20	24 19	W. wins.

(2)

6 9	10 17	11 16	12 16	4 8
13 6	19 3	27 24	20 11	14 17
2 25	17 22	16 19	8 15	
17 14	3 7	7 10	7 10	W. wins.

b- If 8 11; then 14 9, 5 14, 24 20 win.

GAME NO. 102—SINGLE CORNER.

The following two games are from the Providence *Journal*. They are instructive examples of Mr, Freeman's cross-board play with Mr. W. Lewis.

Lewis' move.

11 15	6 10	4 8	2 9	23 26
22 18	25 22	27 23	19 15	30 23
15 22	11 15	8 11	16 19	18 27
25 18	31 27	22 18	23 16	6 9
10 14*	1 6	11 16	12 19	14 18
24 19	23 23	24 20	15 10	9 14
8 11	14 23	6 9	14 18	18 23
27 24*v*	27 11	20 11	10 6	28 24
9 13	7 23	7 16	9 14	
18 9	26 19	18 15	6 2	
5 14	3 7	9 14	19 23	
29 25	32 27	15 6	2 6	Drawn.

a- The weekly magazine, *Draughts World*, which is printing a lengthy analysis on the 10 14 (starred) line of "Single Corner," plays 28 2:, 6 10, 24 20, 3 8, here.

GAME NO. 103—EDINBURGH.

Freeman's move.

9 13	1 6	4 8	15 24	14 23
24 20	32 27*c*	22 17	28 19	6 2
10 15*a*	8 12	13 22	16 23	26 31
23 18*b*	25 21*c*	26 17	22 17	2 6
12 16	12 16	19 26	6 10	10 15
21 17	27 23	31 22	13 6	25 22
16 19	7 10*d*	8 12	2 9	
17 14	14 7	17 13	17 13	
6 9	3 10	10 14	23 26	Freeman
27 24*c*	30 25*c*	24 19	13 6	won.

a- Hoping for 11 15 to form "Wagram" by 22 17, as in the first game played.

b- Similar to "Kelso" now.

c- "Well! well! well!" wrote Charles Lawson, who was among the spectators taking down the numbers of this game.

d- 22 17 would be better here, and at least allow a draw, according to subsequent analysis of Messr. Lawson, Freeman, Chester Burt, H. L. Eddy and A. L. Eddy.

GAME NO. 104—WAGRAM.

Freeman's move.

11 15	23 18*d*	3 7	30 23	16 19
22 17	8 11	18 11	13 17	20 16
9 13	28 24	7 23	23 18	26 31
24 20*a*	9 13	31 26	17 22	10 6
13 22	27 23	9 14	18 14	1 10
25 11	6 9	26 10	7 11	15 6
8 15	23 19	2 7	14 10	31 27
29 25*b*	11 16	32 28	11 16	16 11
5 9*c*	20 11	14 17	19 15	27 23
25 22	7 23	21 14	22 26	11 7
4 8	26 19	10 26	24 20	Drawn.

a- "Lees' Guide" has a trunk and 30 variations on this opening, and makes this note: "The distinguishing move of the opening, so named by Drummond in honor of one of Napoleon's greatest victories. The match between Wylie and Martins in 1864 was the first and only instance on record in which the opening was played in an important match Taking published play as a criterion, the opening is decidedly in favor of white."

b- 21 17 begins a strong line of play by

Drummond.

c- 4 8, 25 22, draws. J. A. Kear vs. R. E. Bowen.

d- Off all book play. Drummond (1851 moves 27 24, 8 11, 25 19, etc., to draw.

GAME NO. 105—SINGLE CORNER.

By the Editor.

11 15	25 22	5 14	26 22	10 14
22 18	8 12	27 24	17 26	19 15
15 22	27 24	1 6*a*	31 22	16 19
25 18	9 13	22 18	7 10	23 7
8 11	32 27	13 17	30 25	3 19
29 25	6 9	18 9	2 6	24 15
4 8	24 19	6 13	25 21	14 23
22 20	9 14	21 14	6 9	
12 16	18 9	10 17	22 18	Drawn.

a- Solution to problem No. 57. Drummond's First gives 1 5; 11 15 and 14 17 here and white wins. Reed's new Single Corner book will give the above to draw.

GAME NO. 106—AYSHIRE LASSIE.

Played in the match at Rock Island, Thanksgiving Day, between A. W. Valentine and H. S. Wood.

Valentine's move.

11 15	10 28	9 18	2 6	28 32
24 20	25 22	17 14	27 24*c*	26 23
8 11	11 15	10 17	11 15	32 28
28 24	26 23	21 14	32 27*d*	23 14
4 8	8 11	1 6	18 22	28 19
23 19	31 26*a*	29 25	26 17	14 9
12 16	6 10	6 10	6 9	15 18
19 12	22 17	25 21	17 13	
15 18	15 18 *b*	10 17	9 18	
22 15	23 14	21 14	30 26	B. wins.

a- A weak move and should lose.

b- 9 13 is the move that cramps and wins for the black.

c- Playing for 6 10, 24 19, 10 17, 26 22, etc., and white wins.

d- 30 25 draws here.

Solutions to Problems.

PROBLEM NO. 57.

See game No. 105.

PROBLEM NO. 58.

27 23	7 14	19 15	8 15	32 27
11 15	23 19	3 7	30 26	31 24
19 10	14 17-1	15 11	22 31	28 3

and white wins by first position.

(1)

8 11	15 10	17 14	6 10	22 25
32 27	25 29	18 9	15 19	15 19
14 17	28 24	11 18	10 15	25 29
27 23	29 25	9 6*	19 24	20 16
17 21	24 19	18 22	7 2	25 22
23 18	25 22	6 2	24 28	10 15
22 25	19 15	8 11	2 7	
19 15	22 17	2 6	28 32	
3 8	10 7	11 15	7 10	W. wins.*a*

a- See problem No. 65 in our next issue.

PROBLEM NO. 59.

10 7	14 10	10 7	12 3	3 7
15 8	2 11	3 10	11 16	Drawn.

PROBLEM NO. 60.

22 18	18 15	26 23	23 32	32 14
16 11	11 18	18 27	9 18	Drawn.

CORRECTIONS.

Mr. G. D. Sherrow informs us that Mr. Johnston could have drawn game No. 82 by playing 27 24 at the 34th move.

Dr. Schaefer writes: "In game No. 84, variation 2, you try to show that 11 16 on the 23 18 line draws, but at the 27th move for 17 13 play 19 15 and win. (Yes Doctor, but see problem No. 62.) *American Checker Review*, game No. 92, variation 3 with notes, and game No. 100 between Barker and Wright are mine as I showed them to the latter some years ago. My proof is that game No. 100, at stroke, was published in the Woonsocket *Reporter*, when I gave my Center analysis. For the former I have Wright's card in which he says he did not think it *necessary* to give me credit.

The match of twenty games between Reed and Webstea commences Tuesday December 27, at Erie, Pa.

THE

Weekly Checker Journal.

VOL. I. PITTSBURG, PA., DECEMBER 19,1892. NO. 17.

THE WEEKLY
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JAMES P. REED, EDITOR.

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WE ARE "CALLED DOWN."

The following is from the *Dispatch*:

"Pittsburg leads the world in a great many manufactories, but it is only lately that she has come to the front with the manufacture of abusive personal epithets. The latest is by J. P. Reed applied to John F. Denvir, "The Exploding Balloon." When an opponent can only be answered in the schoolboy fashion, by abusive personal adjectives, it only reflects on the writers themselves, they injure no one else."

In publishing the above Mr. Ferguson is interfering in a matter in which he has no personal interest of any kind whatever. By his publishing the article above and not giving the good reasons for our using the epithet refered to, he shows that slurring malignity which is so strongly characteristic of the gentleman in the conducting of his checker department, but happily its dozen or so readers are only too well acquainted with this checker professor's peculiarities not to understand his ventings.

Our Quixotic friend reminds us of the Knight of the Sorrowful-Face's tilt with the windmill, excepting in this instance he attempts to defend the windmill.

We clip a couple more of his scurrilous items from the same issue.

"But it will be quite another thing when Mr. Reed has the inducement of $5 on each won game."

This refers to an even score made with Mr. Webster some years ago when we were with Mr. Patterson on a pleasure trip, and out of practice by our time being occupied in other business. Our standing in this regard is too well-known all over the checker world to give this any other attention than silent contempt.

The other item is: "The prize for the greatest number of won games, a copy of the Scottish Draught Player, reprint, volumn one, which was won by the champion, Mr. Benny, has not as yet been delivered." This refers to Mr. H. F. McAteer, who is to present the above. We will give the true statement concerning the above, and our readers can then judge of our dear friend's *christian* spirit. Mr. McAteer meeting Mr Benny on the street a few weeks ago, asked him him when the prizes were to be presented as he wanted to be present, and he would also have it bound to make it more valuable and worth preserving. Mr. McAteer was not informed of the presentation until after it was over, and, of course, was unable to be there.

Regarding the use of abusive epithets, we respectfully call that *sainted* gentleman's attention to an article in his column a few weeks back when he jumped on the World's Fair Checker Committee for not keeping him posted on their doings.

Shake Ferguson for using school-boys epithets, but please excuse us from using sneaking contemptible insinuations, and more especially when not warranted.

Checker Chatter.

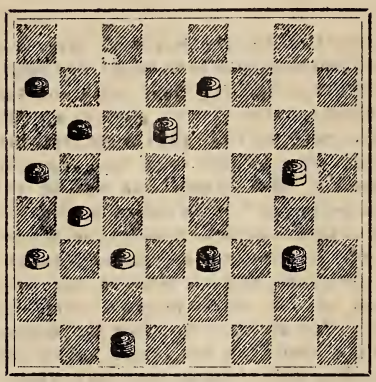
Mr. W. H. Tyson, the well-know expert, was in the city lately, and made the following score with Mr. Reed: Reed 22, Tyson 0, drawn 11, total 33.

We have just received Stearn's Select Problems from the publishers. Denvir Bros., 437 Blue Island ave., Chicago. Ill. It is a neatly gotten up and worth the price, 25 cts. for Zach Brogan's splendidly written article on "How to become a Checker Player" alone. We have not yet examined its 100 problems, but Mr. Stearn's reputation as a problemist is a sufficient guarantee of their value.

PROBLEM NO. 65.

By the Editor.

black.



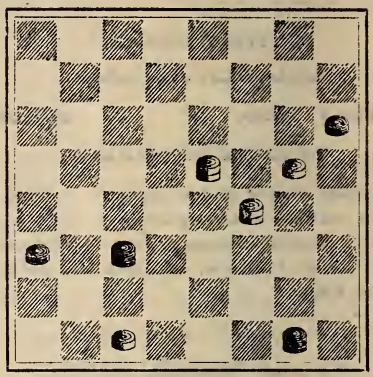
white.

White to move and win.

PROBLEM NO. 66.

By the Editor,

black.



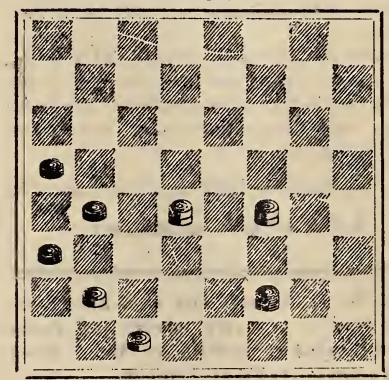
white.

White to move and win.

PROBLEM NO. 67.

End game at Chicago between Starkweather and Hefter.

black.



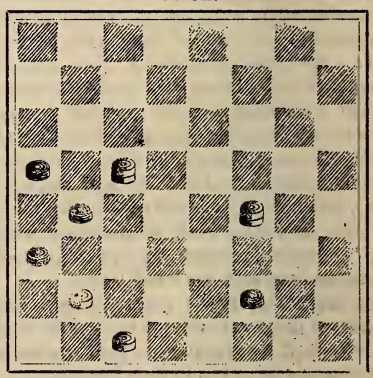
white.

Black to move and draw.

PROBLEM NO. 68.

By Charles Hefter, Chicago. Ill.

black.



white.

White to move and win.

Problem No. 65 is the continuation of Problem No. 58. We held this part of the solution back as we thought it would be the same as a correction we had been looking at, but it did not stand the test. Problem No. 66 is an ending between Tyson and Reed. Game in our next issue.

Problem No. 67 is an ending that occurred in the Chicago tourney between Starkweather and Hefter and resulted in a draw. Mr. Hefter shows how he could have won, a few moves earlier, by problem No. 68. Problems No. 67 and 68 are entered in our prize tourney.

Games.

GAME NO. 107—FIFE.

Played in Pittsburg, February, 1883 between Jas. Wyllie, ex-champion of the world, and Jas. P. Reed.

Wyllie's move.

11 15	19 26	11 15	12 16	6 13
23 19	30 5	24 19	19 12	17 14
9 14	15 18	15 14	10 19	1 6
22 17	27 23	28 19	31 27	12 8*b*
5 9	18 27	7 11	2 7	3 12
17 13	32 23	23 18	25 22	5 1*a*
14 18	8 11	8 12	7 11	
19 16	25 22	15 18	21 17	
12 19	4 8	11 18	11 15	
26 23	29 25	22 15	13 9	W. wins.

a- Mr. Wyllie here studied fully thirty minutes; then resigned saying: "I will *give* you the game, I *lost* it by studing over the time limit." In a previous game, Mr. Wyllie studied about twenty minutes on a move and won the game. Time limit made no difference that time.

b- Solution to problem No. 64. We must thank Dr. Schaefer for having kindly shown us the above game, and to whom credit should be given for it.

GAME NO. 108—KELSO.

(Draughts World.)

By Peter Thirkell, Sunderland.

10 15	11 18	19 24	9 14	31 26*
22 17	19 15	27 20	15 11	15 18
9 13	16 19	12 19	5 9*	26 31*
17 14	24 20	20 16*	2 7	18 9
15 18	2 7	8 12	13 17*	31 27
23 19	30 26	16 11	15 11	9 6
11 16	1 6	19 23	9 13*	27 18
28 24	25 22*b*	26 19	10 15	6 2
6 9	18 25	10 14	23 26*	18 23
26 22	29 22	11 7	31 22	2 7
7 11*a*	7 10	6 9	17 26	23 16
22 15	14 7	22 18A	32 27	7 2
9 18	3 10	14 23	26 31	16 7
23 14	20 16	7 2	27 23	2 11

Drawn.

A- Improves game 1712, *Newcastle Weekly Chronicle*, where 7 2 is played, but 22 18 leaves black a much more difficult and critical ending. P. T.

*- Only moves to draw.

a- The JOURNAL offers the following two corrections on the above game, which, no doubt, the *World's* critics will have discovered before this. 1 6 wins for the black at this point thus:

1 6	9 18	16 23	7 10	3 28
22 15	23 14	27 18	14 7	B. wins.

b- White, also, has a turn at a stroke by playing:

15 10	27 23	32 16	21 17	25 2
6 15	18 27	12 19	13 22	W. wins,

GAME NO. 109—DENNY.

(Draughts World.)

Played in the late match at Dundee, Scotland, between Jordan and Fraser.

Jordan's move.

10 14	14 17	16 20	7 10	9 18
22 17	21 14	26 22	22 17	23 7
6 10	9 25	17 26	11 16	3 10
17 13	29 22	31 22	18 15	21 17
1 6	10 14	8 11	5 9	
24 19	22 18	30 25	15 11	
11 16	14 17	4 8	8 15	
25 22	28 24	25 21	17 14	Drawn.

GAME NO. 110—WHILTER.

Played in this city between H. C. Ewalt and J. H. Jones.

Ewalt's move.

11 15	17 14	8 11	29 25	3 10
23 19	10 17	25 22	9 14	24 19
7 11	19 10	4 8	10 7*a*	15 24
22 17	6 15	22 17	14 21	28 3
11 16	21 14	12 16	27 23	
16 23	9 18	14 10	20 27	
16 20	23 14	5 9	31 24	Jones won.

a- A very pretty catch.

GAME NO. 111—GLASGOW REFUSED.

Played between H. C. Ewalt and Jas. P. Reed.

Ewalt's move.

11 15	30 26	7 11	17 14	7 11
22 17	6 9	19 16	10 17	28 19
9 14	17 13	12 19	21 14	8 12
23 19	14 18	22 18	3 7	31 26
8 11	13 6	15 22	28 24	11 16
25 22	2 9	24 6	4 8	26 23*a*
11 16	23 14	1 10	24 19*	
26 23	9 25	26 17	15 24	
16 20	29 22	11 15	32 28	W. wins.

a- Good night.

GAME NO. 112 AYRSHIRE.

Played at the Chicago Chess and Checker Club, last June, between George M. Reilly and Jas. P. Reed.

Reilly's move.

11 15	9 13	26 30	26 21	22 18
24 20	25 21	27 24	11 8	11 8
8 11	5 9	30 25	18 23	18 23
28 24	23 18	12 8	29 16	19 15
4 8	15 19	3 19	31 26	10 7
23 19	27 24	24 8	16 11	8 3
12 16	19 23	6 9	23 27	15 10
19 12	24 19	8 3	32 23	3 8
15 18	2 6	7 10	26 19	7 3
11 15	19 16	22 17	8 3	8 11
10 28	10 15	13 22	19 15	27 23
25 22	17 14*b*	3 7*a*	3 8	16 20
11 15	23 26	22 26	15 10	23 18
26 23	14 5	7 14	8 12	11 16
8 11	15 19	25 22	28 32	10 15
21 17	30 23	18 15	12 16	20 24
6 10	19 26	9 18	32 27	15 11
29 25	31 27	15 11	16 19	B. wins.

a- 21 17, 9 13, 18 14 would have been an easy draw.

b- In looking over Schaefer and Kelly's Ayrshire Lassie, we find that 31 27 given here and whites win, but the following play proves it a black win:

31 27	12 8	17 26	2 6	19 16
23 26*c*	3 19	30 23	18 15	27 24
30 23	21 6	20 16	6 1	16 11
6 10*	7 10	25 30	15 10	24 19
27 24	6 2	16 11	1 5	11 8
1 5	22 25	30 26	10 6	2 6
23 19	2 6	21 17 (1	5 1	5 1
9 14	13 22	23 18	14 10	6 1
19 9	6 15	11 7	32 27	8 3
5 14	25 30	26 22	28 32	10 14
22 18	15 10	17 13	27 24	3 7
15 22	22 25	18 14	32 27	19 15
19 15	10 17	7 2	24 19	
11 18	18 22	22 18	6 2	B. wins.

c - Solution to problem No. 61. This corrects variation, 16, of Schaefer and Kelly's Ayrshire Lassie, where 1 5 is played and white wins.

(1)

11 7	18 15	27 24	23 18	8 3
26 22	7 2	32 27	16 12	10 6
7 2	15 10	24 19	18 14	2 9
22 18	32 27	27 23	12 8	14 5
2 7	28 32	19 16	23 18	B. wins.

The National Scottish Tournament begins on Monday January 2, with 16 entries.

Solutions to Problems.

PROBLEM NO. 61.

See game No. 112.

PROBLEM NO. 62.

Solution with game crowded out, will be in our next issue.

PROBLEM NO. 63.

This problem will also receive attention in our next.

PROBLEM NO. 64.

See game No. 107.

CORRECTIONS.

Editor Weekly Checker Journal.

Sir:—Please allow me to say that variation (*c*) of JOURNAL game No. 95, was never played between Mr. Stevens and myself as there printed! We did play the variation up to the sixteenth move, but instead of 20 24 (which seems to have been an after-thought and which I think will not draw) Mr. Stevens played 13 17, 18 15. 11 18, 19 16, 12 26, 31 6*a* and a white win seems easy. (*a*) Mr. Stevens never replied to this move. In another game, at the thirteenth move of variation (*c*), instead of 15 10 I varied with:

23 18	27 18	21 17	25 21
14 23	1 6	7 10	and white wins

easy. Mr. Stevens sent no reply. I still claim that 26 23 at eight move of game 95 wins and that Problem No. 43 is *unsound*, having two solutions.

Can Mr. Stevens show a draw after 29 25 at fifth move of (*c*)?

Very sincerely,

FRED O'MALEY.

We are very willing to allow Mr. Stevens reasonable space to reply to Mr. O'Maley's letter, but we will allow no figures on the result of variation (*c*) of game 95 as the results would be useless on account of 27 23 winning.

The Checker Journal.

VOL. I. PITTSBURG, PA., FEBRUARY, 1894. NO. 1.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM 50 CENTS.

All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

THE CHECKER JOURNAL.

In the last two months, we have been requested py a large number of players to restart the JOURNAL. After considerable reflection, we have concluded to devote our spare time to it, and issue the JOURNAL as a monthly.

We will be pleased to have contributions of games and problems from our readers, and should they prove to be interesting, we will be only too pleased to give them space in our columns. It should be understood, however, that to appear in the JOURNAL, all games and problems must be practicable and first class.

The late Scotch tournament, the coming Wyllie-Ferrie match and proposed International team match between England and Scotland will give us, and also our readers, splendid opportunities to to look for errors, which will certainly occur in those games.

Checker Chatter.

On an invitation from the players of Shanor's Station, Mr. Reed will give a blindfold exhibition there March 6.

We have all the games played in the last Scotch tournament, and all the corrections we make will be for the benefit of the JOURNAL readers.

Stewart, of Kelty, the winner of the late Scotch tournament will hold his laurels just as long as he does not try to cross Jordan.

The Washington Co players are arranging a team match with the players of Pittsburg and Allegheny to take place March 17.

H. Z. Wright, the Boston expert, has been on trip to Fall River, Providence and Brooklyn lately, and made some very fair scores.

A match for the championship of Rhode Island between John Cairns, of Harrisville and W. H. Wales, of Woonsocket, resulted in the score of Cairns 5; Wales 2; drawn 2.

Wyllie and Ferrie have posted another £20 for their match for £100, which takes place April 7. It looks as if they were putting up their money on the installment plan.

W. H. Craig, of Grove City, Pa., informs us that he will be in the city soon. Our players must look out for him as Mr. Craig always plays better every time he visits the city.

Andrew Webster. of Erie, has been a welcome visitor to Pittsburg, and made it very interesting for our players. The scores below are the result af his visit:

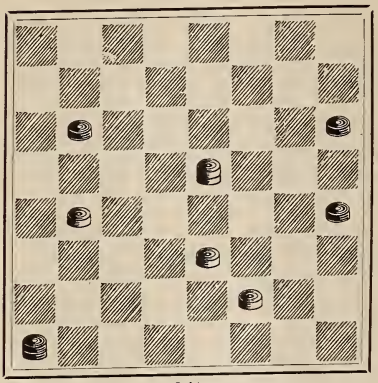
Webster..2; Reed.... ..7; drawn....10.
Webster..6; Maize.....3; drawn... 8.
Webster..9; Boyle.....2; drawn.... 3.
Webster..4; Peel..... 0; drawn.... 2.
Webster..2; McNally....0; drawn.... 1.
Webster..3; Stillwagen..0; drawn.... 1.
Webster..8; Rogers.....0; drawn.... 0.

In every city, town and village in the United States, there are many persons that play checkers, who would be glad to study the game could they get a cheap and easy book with which to commence. For this purpose, we have issued Reed's Checker Praxis containing 18 of the standard openings with 254 notes and variations and 16 useful problems, price only ten cents. The book can be obtained from the Pittsburg News Company through any newsdealer in the United States, The Praxis with Reed's Cross' fifteen cents, and Single Corner, twenty-five cents, will make a valuable little library for any student of the game.

PROBLEM NO. 1.

By the Editor.

black.



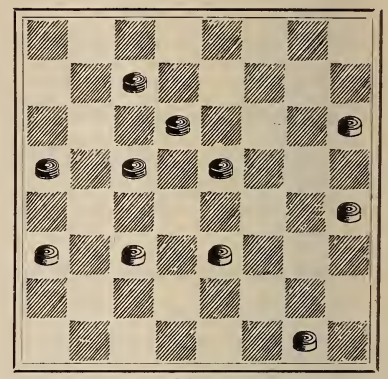
white.

White to move and win.

PROBLEM NO 2.

By J. L. Rae, Buena Vista, Pa.

black.



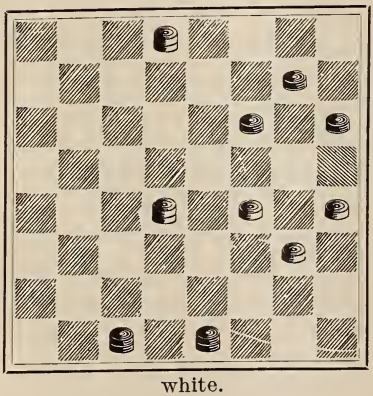
white.

White to move and win.

PROBLEM NO. 3.

By A. W. Valentine, Rock Island, Ill.

black.



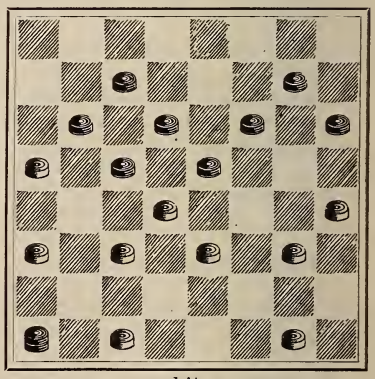
white.

Black to move and draw.

PROBLEM NO. 4.

By A. J. Heffner, Readville, Mass.
Provideuce Journal.

black.



white.

White to move and win.

Problem No. 1 came up in a game that we were looking over lately and will be to the student quite an appetizing morsel. Problem No. 2 by Mr. Rae is a correction of a game in the WEEKLY CHECKER JOURNAL in which we tried to draw with the black. Problem No. 3 by Mr. Valentine shows some very pretty play and is another case of the authorities being "knocked out," Problem No. 4 is one of Mr. Heffner's best strokes and was lately published in the Providence *Journal*,

Games.

GAME NO. 1—BRISTOL.

Played at Glasgow between Burns and M'Kelvie in the late Scotch tournament.

Burns' move.

11 16	11 16	7 10	16 19	26 30
22 18	26 22	25 22	21 17	32 27
16 20	8 11	11 15	20 24	30 25
24 19	22 18	23 18	17 13	27 20
8 11	1 5	14 23	15 18	19 23
26 22	18 9	27 18	9 6	20 16
4 8	6 22 *a*	16 23	2 9	23 26
22 17	25 18	22 17	13 6	11 7
9 13	10 14	10 15	18 22	
18 9	18 9	17 13	6 1	
5 14	5 14	12 16	23 26	
30 26	29 25	13 9	1 6	W. wins.

a-The book of tourney games, after jumping 5 14, gives this play for a draw:

25 22	27 18	29 25	5 1	10 6
11 15	10 28	7 11	11 16	2 9
28 24 *b*	17 13	21 17	1 5	5 14
15 18 *c*	12 16	20 24	16 20	27 31
22 15	14 9	25 21	14 10	14 10
14 18	16 19	6 10	24 27	15 18
23 14	9 5	18 14	31 24	10 15
16 23	19 23	10 15	20 27	18 22

Drawn.

b-The *Journal* "knocks out" the above draw as follows:

29 25	10 15	1 6	30 25	26 31
15 24	25 22	24 28	9 6	19 24
28 19	3 7	6 10	25 22	11 16
7 11	9 5	14 18	6 2	12 19
17 13	7 11	10 19	22 25	27 23
11 15	5 1	18 25	2 7	19 26
22 17	6 9	31 27	25 22	31 29
15 24	13 6	11 16	7 11	
23 19	2 9	19 23	22 25	
16 23	17 13	25 30	23 26	
27 9	9 14	13 9	16 19	W. wins.

c-If white were not to take advantage of the above win, the black, most likely, would play thus:

28 24	13 6	17 13	16 23	15 22
6 9	2 9	13 6	27 18	9 6
17 13	23 17	14 18	20 27	10 17
7 11	9 14	23 14	32 23	B. wins.

GAME NO. 2—IRREGULAR.

Played at the Chicago Chess and Checker Club between Chas. Hefter and A. O. Robinson.

Hefter's move.

11 15	4 8	11 15	2 11	28 32
22 17	17 13	19 16	26 23	22 18
9 14	8 11	12 19	20 24	5 9
25 22	22 18	23 16	32 28	18 15 *a*
8 11	3 8	8 12	1 5	11 27
29 25	18 9	27 23	28 19	31 24
11 16	5 14	12 19	15 24	32 27
24 19	25 22	23 16	30 25	24 19
15 24	16 20	7 11	24 28	
28 19	22 17	16 7	25 22	Drawn.

a-A very neat ending.

GAME NO. 3—DENNY.

The following four games were played between Jas. P. Reed and Andrew Webster during his recent visit,

Reed's move.

10 14	17 14	8 12	11 7	30 26
22 17	10 17	16 11	3 10	15 10
7 10	19 10	12 16	2 6	5 9
17 13	7 14	31 27	9 13	25 22
11 15	27 23	16 20	6 2	26 17
25 22	18 27	26 23	15 18	10 6
8 11	32 23	19 26	2 6	17 22
29 25	11 16	30 23	1 5	6 1
4 8	24 20	6 10	6 22	14 18
22 17	16 19	13 6	17 26	
2 7	23 16	10 15	23 19	
23 19 *a*	12 19	6 2	26 30	
14 18	20 16	5 9	19 15	Reed won.

a-This brings it into the Souter.

GAME NO. 4—DOUBLE CORNER.

Played between Webster and Reed.

Webster's move.

9 14	23 18	6 22	22 18	19 12
24 19	14 23	26 17	19 23	7 11
11 15	27 11	12 16	18 14	1 5
22 18	7 23	32 27	23 26	10 6
15 22	26 19	9 13 *a*	14 9	5 9
25 9	4 8	17 14	26 30	6 1
5 14	22 18	16 19	6 9	9 14
29 25	8 11	27 23	30 26	1 6
8 11	24 20	19 26	6 2	3 8
25 22	2 6	31 22	26 23	11 4
11 15	30 26	11 15	20 16	14 18
28 24	10 15	14 10	23 19	
6 9	19 10	15 19	2 7	Drawn.

a-If 16 19; then 17 14, 9 18, 27 23 and white wins by first position.

GAME NO. 5—BRISTOL.

Played between Reed and Webster.

Reed's move.

11 16	13 22	7 10	10 17	5 14
24 19	26 17	14 7	21 14	18 9
8 11	6 9	3 10	13 17	25 30
22 18	17 14	28 24 *a*	27 18	22 17
4 8	10 17	9 14	20 27	30 25
25 22	21 14	18 9	32 23	22 17
16 20	11 16	6 13	17 21	25 22
22 17	25 21	23 18	25 22	9 6
9 13	1 6	16 23	21 25	
30 25	29 25	18 14	14 9	Drawn.

a–In another game Mr. Webster varied with better success, as follows:

27 24	8 11	18 9	17 22	21 17
20 27	24 20	5 14	9 6	22 26
31 24	10 14	32 28	23 26	24 19
9 14	28 24	13 17 *c*	6 2	15 24
18 9	2 7 *b*	23 18	26 31	28 19
6 13	22 18	16 23	2 6	Webster
25 22	7 10	18 9	11 15	won.

b–The position is now the same as Old Fourteenth, variation 7, at 32 move, A. D. P., colors reversed. As it is rather unusual for an Old Fourteenth to come out of a Bristol, we give the game below.

c–This loses. It has been a long while since we have looked over this position, and we were under the impression that we had the winning side until we found our game hopelessly lost.

GAME NO. 6—FIFE.

By the Editor.

11 15	13 22	8 11	12 16	10 15
23 19	25 9	21 17	30 26	12 8
9 14	6 13	1 5	27 32	15 22
22 17	29 25	32 28	26 23	23 19
5 9	8 11	10 14	13 17 *b*	8 3
26 23	25 22	17 10	10 7	9 13
9 13	11 15	7 2	3 10	22 26
24 20	27 24	19 10	24 19	31 22
15 24	4 8	23 27	5 9	17 26
28 19	23 18	22 18 *a*	19 12	3 8

Drawn.

a–Reed's Checker Praxis gives this as a loss.

b–This draws and corrects variation 7, note c of that work.

GAME NO. 7—OLD FOURTEENTH.

11 15	28 24	2 9	31 24	11 15
23 19	8 11	22 17	9 13	28 24
8 11	25 22	15 18	26 22	15 18
22 17	18 25	32 28	7 11	22 6
4 8	29 22	18 27	30 26	13 22
17 13	9 14	19 16	5 9	6 2
15 18	27 23	12 19	26 23	19 16
24 20	6 9	24 8	1 5	
11 15	13 6	3 12	24 19	Drawn.

GAME NO. 8—LAIRD AND LADY.

Played in this city between Messrs. S. Rogers and Thos. McNally.

Rogers' move.

11 15	24 19	6 10	26 22	9 14
23 19	13 17	15 6	11 15	19 10
8 11	28 24	2 9	25 21	12 26
22 17	6 9	22 15	18 25	7 2
9 13	24 20	11 18	29 22	26 30
17 14	9 13	32 27	9 14	2 6
10 17	26 22	7 10	27 23	30 25
21 14	17 26	14 7	5 9	
15 18	31 22	3 10	20 16	
19 15	1 6	30 26	14 17 *a*	
4 8	27 24	8 11	21 7	Drawn.

a–A beautiful problem to occur in actual play.

CORRESPONDENCE.

Quite a number of correspondents have written us, inquiring the way to win variation 3, note b, Single Corner in Reed's Checker Praxis. It will be interesting to all our readers to see the play as it is quite difficult. The position is black men 3, 27, king 14: white men 6, 16, 30. White to move and win. Solution as follows:

6 1	25 21	1 6	7 2	1 5
14 10	23 18	3 7	14 10	10 6
1 5	13 9	6 10 *a*	21 17	5 1
10 15	15 19	14 18	8 11	14 10
5 9	16 12	10 3	17 13	1 5
27 31	19 15	18 14	10 14	6 1
30 25	10 6	12 8	2 6	
31 26	18 14	11 4	11 15	
9 13	6 1	2 7	6 1	
26 23	15 11	4 8	15 10	B. wins.

a–If 6 1; then 7 10, 1 6, 10 15 and black wins by first position.

The Checker Journal.

VOL. I. PITTSBURG, PA., MARCH, 1894. NO. 2.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

All communications should be addressed to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

R. W. Gibson, of Washington, Pa., played four games with Mr. Reed and drew two.

All paid up subscribers to the WEEKLY CHECKER JOURNAL are entitled to the JOURNAL, as now published, free for one year.

A match of 20 games for the championship of New Hampshire and $100. has been arranged to take place early in April between A. L. Oliver. the present champion, and W.G. Hill.

A tournament for the championship medal of the Toronto, Canada, club in which fifty players participated has ended The final tie between Messrs. Dissette and Fletcher resulted as follows: Dissette 1; Fletcher, 0; drawn, 5.

Mr. Vavalette, of Newark, N. J. while in the city lately, played about twenty games with Mr. Reed and managed to secure one draw. He is now regaling the players of Jersey with a story that he beat Reed. That gentleman's time on earth is too short ever to win one game

The team match between the Washington Co. players *v.* the Pittsburg and Allegheny players resulted in a victory for the twin city players by the score of 9 to 7 and 12 draws. The individual scores were :

Washington	Pittsburg
J. Maize....1 ;	T. Boyle.....1 ; drawn.2;
R. Gibson..2 ;	T. McNally...0 ; drawn.2;
T. F. Maloy.0 ;	Mr. Joice.....0 ; drawn.4;
O. Sawhill..0 ;	Capt. Spuhr..2 ; drawn.2;
J. H. Maloy.0 ;	R. Patterson.3 ; drawn.1;
E. Smith....1 ;	B. McGrew...2 ; drawn 1;
E. Sawhill..3 ;	J. Peel.....1 : drawn.0;

A return match is being arranged to take place early in May at Washington, Pa., and the Washington players are confident of coming out victorious.

March 6, Mr. Reed visited Manor Station and played simultaneously seven players blindfolded winning 4, losing 1 and 2 draws. He played 26 cross-board games, winning 22 and 4 draws. At Jeannette, March 14, he again contested seven simultaneous blindfold games winning 6 and 1 draw. 19 cross-board were also played of which he won 18 and 1 draw. At Braddock, he played 50 cross-board games, winning all of them

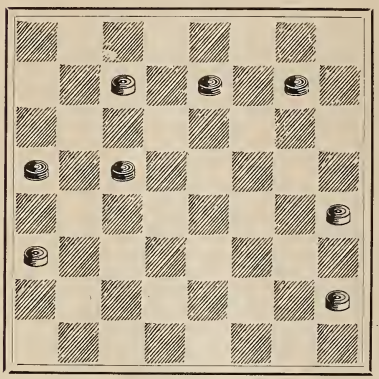
Mr. L. M. Stearns, of Derry Depot, N. H. will issue a book about May 1, that will undoubtedly be a valuable addition to checker literature. It will consist of 200 pages containing 100 half-tone cuts of the world's most prominent checkerists and a sketch of each. It will also contain 150 end-games and problems and 100 selected games. It will cost $2.00 and $2.50, according to the quality of the binding. By subscribing before May 1, a discount of 25 cents will be allowed on each book.

The great match between Wyllie and Ferrie for £100, begins April 7, at Glasgow, Scotland. This match will create considerable interest throughout the checker world, which will be anxious to see how the old veteran will stand the test of old age against a player who is in the prime of life. There is no doubt, but Mr. Wyllie can play as good as ever, and in the sense of experience, perhaps, better. The only thing to be feared is during the progress of such a foolishly long match he may become drowsy, which he has complained of several times in subscription matches in the last few years, and then lose games that he would not otherwise lose. Should he avoid this trouble, we expect to see Mr. Ferrie resign before three-quarters of the games have been played. This is our forecast of the match, although personally our sympathies are with Mr. Ferrie.

PROBLEM NO. 5.

By M. H. Brennan, Muskegon, Mich.

black.



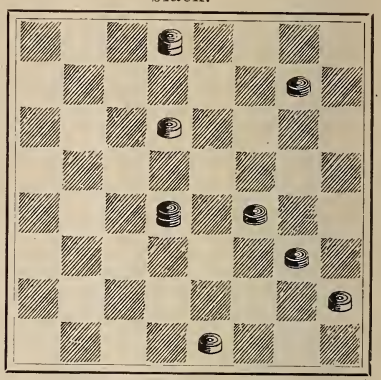
white.

Black to move and draw.

PROBLEM NO 6.

By the Editor.

black.



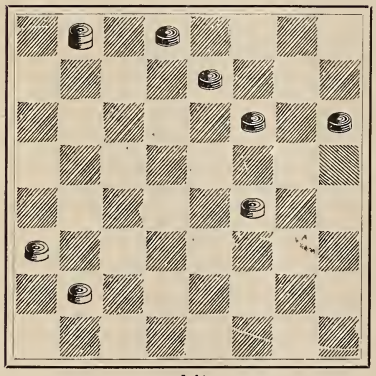
white.

Black to move and draw.

PROBLEM NO. 7.

By Chas. Hefter, Chicago, Ill.

black.



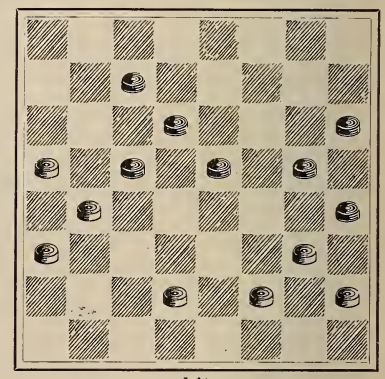
white.

White to move and draw.

PROBLEM NO. 8.

By Mrs. Robert I. Clegg, Providence, R. I.

black.



white.

White to move and draw.

Mr. Brennan sends us Problem No. 5, and states it corrects Robertson's Guide, Lees' Guide and Reed's Praxis. In looking for a draw in game No. 1, we came across Problem No. 6 which is an example of one of those "see saw" draws. Problem No. 7 occurred in play between Hefter and Robinson, and just when Rob. thought he had it, he didn't. It is indeed a pleasure to publish a contribution by a lady, and the manner in which she draws Problem No. 8, which occurred in a game with Mr. Clegg, shows that Mrs. Clegg is no novice at the game.

Games.

GAME NO. 9—CROSS.

Played in Pittsburg between James P. Reed and R. W. Gibson, of Washington, Pa.

Reed's move.

11 15	20 27	7 11 *b*	1 28	32 27
23 18	17 10	17 13	22 18	1 6
8 11	2 7	11 16	26 30	8 11
27 23	32 23	28 24	18 15	6 9
10 14	7 14	23 27	30 26	27 23
23 19	23 19	24 20	29 25	2 6
14 23	4 8	16 23	26 23	23 18
19 10	30 26	31 24	25 21	6 1
7 14	14 18	23 26	23 18	18 23
26 19	26 22	25 22	15 10	1 6
11 16	18 23	9 14	18 22	23 19
19 15	22 18	18 2	10 6	6 1
16 20	3 7 *a*	5 9	28 32	19 23
22 17	21 17	13 6	6 1	Drawn.

a-In the team match the following was played by Messrs. Peel and Sawhill:

9 13	12 19	13 22	12 16	20 24
18 14	15 10	25 2	7 11	15 11
3 7	6 15	8 12	16 20	
19 16	21 17	2 7	11 15	W. wins.

b-Some years ago, James Moir, of Glasgow, and James McLachlan, of Larbert, Scotland, played this interesting variation:

9 13	7 14	1 6	23 27	32 16
28 24	18 2	2 9	31 27	20 4
13 22	23 27	5 23	23 26	
15 10	25 18	24 20	29 25	Drawn.

GAME NO. 10—WILL O' THE WISP.

Played in the late match between R. Jordan, of Edinburgh, and J. C. Brown, of Hawick, Scotland.

Brown's move.

11 15	6 10	3 7	13 22	30 26
23 19	22 18	32 27	15 11	14 10
9 13	14 23	4 8	8 15	26 22
22 18	27 18	30 26	19 1	19 15
15 22	10 15	1 6	24 27	22 26
25 18	19 10	26 23	21 24	23 18
10 14	7 23	7 11 *a*	16 20	26 23
18 9	26 19	23 18	24 19	18 14
5 14	11 16	11 16	22 25	23 19
29 25	19 15	27 23	18 14	14 9
8 11	16 20	20 24	25 30	20 24
25 22	24 19	21 17	1 5	9 6

W. wins.

c-The following corrects the above and shows the latest draw for the black:

2 7	11 16	9 14	15 18	7 3
31 26	28 24	18 9	23 14	32 27
6 9	7 11	11 15	16 32	3 8
26 23	15 10	10 7	8 11	Drawn.

GAME NO. 11—SINGLE CORNER.

Played in New York between J. W. Edgerly and A. Pollak. Contributed with notes by Ben Coons, Patterson, N. J.

Pollak's move.

11 15	28 24	17 26	23 19	16 20
22 18	5 9	31 22	2 6	24 19
15 22	26 22	10 15	19 10	15 24
25 18	10 14	19 10	6 15	28 19
12 16	32 28 *a*	6 15	11 7	9 13
29 25	7 10	27 24	12 16	22 18
9 13	24 20 *b*	3 8	18 11	13 17
24 19	13 17 *c*	21 17	8 15	18 14
8 12	20 11	14 21	7 3	Drawn.

a-Mr. Edgerly asks: "Is 31 26 or 18 15 better here? (31 26 loses, 18 15 or 30 26 draws. *Reed.*) If 24 20, 10 14, 20 11, 13 17 and black wins."

b-This appears to be the only move to draw.

c-Mr. Edgerly suggests 3 8 as a "hard nut" to crack. I do not see the "nut" and give this play:

3 8 *d*	8 24	2 7 *e*	4 8	
20 11	28 19	18 15	27 24	

and white has a fine game:

d-Mr. Edgerly also suggests 3 7 as a hard "nut." How will the following do for a draw?

3 7	18 15	4 8	30 26	10 19
20 11	20 27	20 16	7 11	23 16
7 16	31 24	1 5	16 7	14 30
27 24	2 7 *e*	22 18	12 16	
16 20	24 20	13 17	19 3	Drawn

e-12 16 also draws, but gives some very neat play.

GAME NO. 12—CROSS.

Played between Messrs. Reed and Ewalt.

11 15	19 10	4 8	21 17	28 32
23 18	7 14	32 27	12 16 *b*	3 10
8 11	26 19	2 7	19 12	32 7
27 23	11 16	30 26	10 28	
10 14	19 15	14 18	22 15	
23 19	16 20	28 24 *a*	3 7	
14 23	24 19	7 10	10 3	B. wins.

a-A very bad move, 22 17 best here, but it is also weak.

b-Beginning of a series of jumps in which eleven men are taken from the board.

GAME NO. 13—SINGLE CORNER.

By A. W. Valentine, Rock Island, Ill.

11 15	9 13	25 29	13 17	32 27
22 18	18 9	8 4	14 10	10 6
15 22	5 14	29 25	17 21	27 32
25 18	22 18	4 8	10 7	6 2
8 11	1 5	6 9	21 25	32 28
29 25	18 9	24 20	7 3	2 7
4 8	5 14	2 7	25 30	23 18
24 20	19 15	25 22	23 18	7 10
12 16	11 18	9 13	31 27 *a*	18 23
25 22	2 11	28 24	2 7	10 15
8 12	18 22	7 11	30 26	28 32
27 24	26 17	22 18	7 11	15 10
10 14	13 22	3 8	23 23	32 27
24 19	23 19	18 14	18 15	10 7
7 10	22 25	10 17	27 32	8 11
32 27	11 8	21 14	15 10	Drawn.

a–This draws and corrects Drummond's "First Edition," Kear's „Reprint" and Reed's "Single Corner."

GAME NO. 14—DENNY.

W. C. Brown, Altoona, Pa.

10 14	17 10	16 19	17 14	15 31
23 19	11 18	25 21	10 17	7 3
14 23	30 26	6 10	21 14	8 15
26 19	6 15	31 26 *a*	7 10	3 7
11 16	26 23	2 6	14 7	31 26
19 15	3 7	29 25	12 16	
9 14	23 14	6 9	20 11	
22 17	1 6	24 20	18 23	
7 11	21 17	9 18	27 18	B. wins.

a–The above game was the twelfth game in the Searight *v.* M'Kelvie match. I give the following for a white win:

17 13	24 20	29 22	10 6	7 11
10 17	15 18	4 8 *b*	9 14	14 18
21 14	20 11	14 10	6 2	27 24
8 11	7 16	5 9	8 11	18 25
31 26	26 22	13 6	2 7	11 18
11 16	18 25	2 9	11 15	W. wins.

b–Mr. Brown has overlooked the following narrow draw:

2 7	19 24	8 11	12 16	20 24
22 18	28 19	10 7	32 28	15 10
16 20	11 15	11 16	24 27	24 27
18 15	27 23	19 15	3 8	10 7
7 11	15 24	16 19	27 31	16 20
15 10	23 19	7 3	8 12	Drawn.

Reed.

Solutions to Problems.

PROBLEM NO. 1.

17 14	12 16	18 15	22 26	8 12
9 18	22 18	25 22	11 8	
15 22	29 25	15 11	26 19	W. wins.

PROBLEM NO. 2.

22 17 *b*	3 7	20 16	8 3	2 6
13 22	31 27	19 23	30 25	10 15
12 8	7 2	16 11	3 7	0 13
22 26 *a*	27 18	23 26	35 22	18 22
8 3	2 9	11 8	7 2	6 9
26 31	15 19	26 30	22 17	W. wins.

a–6 9, 8 3, 9 13, 3 7, 22 26, 7 11, 15 18, 23 19, 18 22, 11 15, white wins.

b–This corrects Problem No. 53 and Game No. 99, *Weekly Checker Journal*, which plays 23 19 and only draws.

PROBLEM NO. 3.

See game No. 13.

PROBLEM NO. 4.

21 17	23 19	20 16	18 4	32 7
14 21	29 25	11 27	25 18	W. wins.

As we go to press, we learn, with deep regret, of the death of H. Z. Wright, the well-known Boston expert, which occurred at his home Wednesday March 28, after an illness of only five days.

On Saturday March 24, Mr. Henry Spayth, author of the American Draught Player, played simultaneous twenty games at the Buffalo Chess and Checker Club. The score at the finish was: Spayth won 16 and 4 draws.

Mr. F. A. Perry, a very fine player of East Liverpool, O,. has been a visitor to the city for a week and made the following scores: Perry 3, Reed 14 drawn 8: Perry 1, McNally 3, drawn 2: Perry 0, Boyle 1, drawn 2: Perry 0, Sherrow 0, drawn 2: Perry 6, Benny 4, drawn 11: Perry 4, Stillwagen 2, drawn 4.

The Checker Journal.

VOL. I. PITTSBURG, PA., MAY, 1894. NO. 3.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

THE WYLLIE-FERRIE MATCH.

The match between Wyllie and Ferrie ended with the score of Ferrie 13, Wyllie 6, drawn 75. The games played were a sad falling off in the Wyllie of to-day and the Wyllie of ten years ago. Three-quarters of a century is too much of man's alloted time in this world to stand the constant strain of twenty-two day's match playing and be able to do justice to what one could do when in the prime of life. The games played were very poor and would be of no credit to the average second-class player. If Mr. Ferrie is to be the leading representative of the old world's checker players, a match between him and the world's champion would be interesting, and increase Mr. Barker's purse. There other are American players who wonld take a loving view of a match with the Scottish player.

THE INTERNATIONAL MATCH.

ENGLAND *v.* SCOTLAND.

The important international team match between twenty-four picked players of England and Scotland began at the Cyprus Cafe. King William street, London on May 14, The daily scores resulted :

FIRST DAY'S PLAY

Wins.	Scotland.	Draws.	England.	Wins.
1	Brown.....	5	Granger..	.0
2	Bryden.....	2	Birkenshaw	0
1	Buchanan..	3	Kear.....	0
1	Currie.....	5	Bailey.....	0
3	Frazer.....	2	Mitchell...	1
1	Jordan.....	1	Beattie.....	1
1	Martins....	3	Gardner....	0
0	Moir.....	5	Jewitt.....	0
2	A. B. Scott	1	Horsfall....	1
1	Wm. Scott	5	Clark.....	0
0	Stewart....	6	Jordan.....	0
3	Wyllie.....	3	Dunne.....	0
16		43		3

SECOND DAY'S PLAY.

Wins	Scotland	Draws	England	Wins
0	Moir.....	5	Jordan.....	0
0	Martins...	6	Jewitt.....	0
0	Wyllie.....	5	Gardner....	1
0	Stewart...	5	Beattie.....	0
0	Currie.....	6	Birkenshaw	0
1	Bryden...	1	Kear.....	1
0	Jordan....	5	Granger.....	0
0	Wm Scott	4	Bailey.....	2
0	A B Scott	2	Dunne.....	3
1	Buchanan	5	Mitchell.....	0
2	Brown....	2	Clark.....	0
4	Frazer...	2	Horsfall.....	0
8		50		7

THIRD DAY'S PLAY.

Wins	Scotland	Draws	England	Wins
0	Bryden...	6	Jordan....	0
0	Wyllie.....	6	Jewitt.....	0
0	Jordan.. ..	3	Gardner...	0
0	Moir.....	1	Beattie....	1
0	Frazer.....	3	Granger...	0
0	Martins ...	4	Kear.....	0
2	Stewart...	1	Dunne.....	0
0	Buchanan.	3	Bailey.....	0
0	A B Scott	2	Birkenshaw	2
2	Currie	3	Clark.....	0
0	Brown....	4	Mitchell....	0
1	Wm Scott	1	Horsfall....	2
5		37		5

The total scores for the three days :

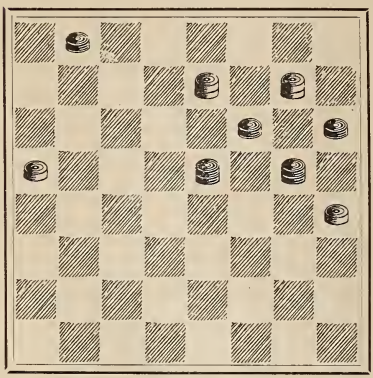
	England	Scotland	Draws
Monday....	3	16	43
Tuesday...	7	8	50
Wednesday	5	5	37
	15	29	130

After the conclusion of the match, the English players entertained their opponents to a handsome banquet, when some appropriate toasts were given to each other and subscribers to the funds of the different teams. Among those who were toasted, were R. W. Patterson and friends, of Pittsburg, who gave £21 towards the expenses of the Scotch team.

PROBLEM NO. 9.

By M. H. Brennan, Muskegon, Mich.

black.



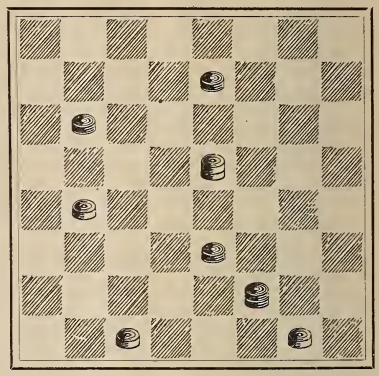
white.

Black to move and win.

PROBLEM NO. 10.

By the Editor.

black.



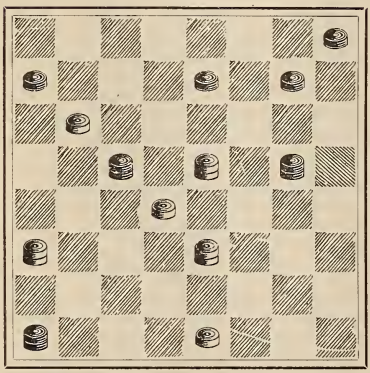
white.

Black to move and draw.

PROBLEM NO. 11.

By Sam Nay, New York.

black.



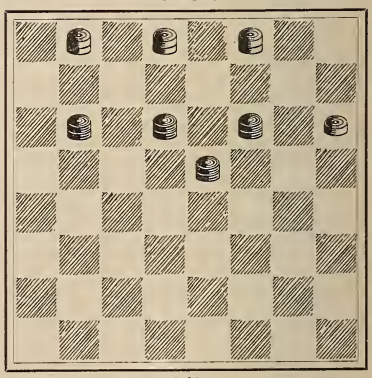
white.

White to move and win.

PROBLEM NO. 12.

By A. J. Heffner, Readville, Mass.

black.



white.

Black to move and win.

Problem No. 9 is a little gem that occurred at headquarters the other day with Mr. Ewalt who was sure he had a draw. No. 10 came up in a game at Washington, D. C., with Mr. Mundelle, and is a good example of drawing an apparently hopeless game. Sam Nay is never so happy as when he is concocting a new stroke problem for the amatuer, he must have enjoyed himself greatly with No. 11 as it is one of his best. In looking over an old file of the Providence *Journal* we saw Problem No. 12 by Mr. Heffner, and thought it was too good a treat for our readers to miss.

Games.

GAME NO. 15—KELSO

Played between Wyllie and Ferrie.
Wyllie's move.

10 15	18 9	16 20	22 17	1 17
22 17	6 22	30 26	2 6	23 19
11 16	26 17	11 15	17 14	15 18
23 18	8 11	26 23	10 17	19 16
15 22	29 25	7 10	21 14	12 19
25 18	4 8	25 22	6 9 *a*	24 8
9 14	17 13	8 11	13 6	Drawn.

a-6 10 here would make white look sharp for a draw.

GAME NO. 16—DOUBLE CORNER.

Played in the Wyllie-Ferrie match.
Wyllie's move.

9 14	24 19	9 14 *a*	23 14	2 11
24 20	11 15	17 13	7 11	31 27
11 15	19 16	14 17	16 7	6 10
22 18	12 19	25 21	3 17	27 24
15 22	23 16	1 6	27 23	17 22
25 9	6 9	21 14	4 8	23 19
5 14	29 25	10 17	20 16	Wyllie
28 24	14 18	26 23	8 11	soon
8 11	21 17	17 21	16 7	resigned.

a-9 13, 25 21, 13 22, 26 17, 18 22, 17 13, 10 14 and Wyllie would have changed the score by a differance of two games in the result.

GAME NO. 17—SINGLE CORNER.

Played at the Chicago Chess and Checker Club between A. O. Robinson and John T. Denvir.
Robinson's move.

11 15	8 12	3 12	18 25	6 15
22 18	23 19	23 16	15 11	16 11
15 22	4 8	12 19	10 15	14 18
25 18	27 23	18 15	11 8	21 17
12 16	8 11	1 5 *b*	7 10	13 31
29 25	25 22	32 27	31 27	30 21
9 13	5 9	9 14	25 29	31 24
24 19	19 15	27 23	8 3	28 1
16 20	12 19 *a*	14 18	10 14	
19 16	15 8	23 16	3 8	Drawn.

a-The JOURNAL shows an error that Mr. Robinson overlooked:

10 19	28 19	10 15	23 16	3 10
32 27	6 10	19 10	7 32	
19 24	30 25	12 19	16 7	B. wins.

b-And here is another win for the black:

9 14	10 19	6 9	25 22	18 23
31 27	16 12	4 8	16 23	19 26
14 18	29 25	9 14	22 31	31 22
27 23	12 8	8 12	23 19	32 27
18 25	25 29	13 17	14 18	22 17
23 16	8 4	12 16	21 14	B. wins.

c-Again black could have won by playing thus:

19 24	6 9	14 17	9 27	2 9
28 19	15 6	21 14	31 24	B. wins.

GAME NO. 18—WILL O' THE WISP.

By M. H. Brennan, Muskegon, Mich.

11 15	26 22	8 11	13 6	10 15
23 19	6 10	32 27	6 13	2 6
9 13	22 18	2 6	20 16	15 19
22 18	1 5	22 17	15 24	6 9
15 22	18 9	13 22	27 20	14 18
25 18	5 14	26 17	18 27	9 14
10 14	29 25	3 8	31 24	19 23
18 9	11 15	17 13	12 19	14 10
5 14	30 26	15 18	24 6	18 22
27 23	4 8	24 20	7 10 *a*	10 15
8 11	25 22	11 15	6 2	22 25

Drawn.

a-Solution to Problem No. 5, This draws and corrects Robertson's "Guide," Lees' "Guide" and Reed's "Praxis."

GAME NO 19—AYRSHIRE LASSIE.

Played in Pittsburg, Decoration Day between Messrs. Reed and Maize.
Reed's move.

11 15	8 11	10 14	13 17	31 26
24 20	23 14	22 18	31 26	19 16
8 11	9 18	1 5	12 16	23 27
28 24	25 22	18 9	19 12	16 7
4 8	18 25	5 14	10 15	2 11
23 19	29 22	32 28	24 19	5 1
15 18	5 9	7 10	15 31	26 23
22 15	27 23	25 22	23 18	
11 18	9 13	6 9	14 23	Maize
26 23	32 28	22 18 *a*	21 5	resigned.

a-31 26 draws in this manner:

31 26	21 17 *b*	16 7	7 2	24 20
11 15	14 21	21 25	3 7	14 17
20 16	23 18	18 11	26 23	20 11
2 7	7 11	10 14	7 16	Drawn.

b-16 11 produces this very neat play:

16 11	16 19	1 5	27 31	10 17
7 16	23 16	10 15	7 2	23 30
24 20	12 19	20 16	15 19	5 14
15 24	10 6	19 24	2 7	30 25
28 19	3 7	16 11	31 27	14 18
10 15	6 1	24 27	7 10	19 23
19 10	7 10	11 7	27 23	Drawn.

GAME NO. 18—DUNDEE.

Played in the Wyllie-Ferrie match.

Wyllie's move.

12 16	6 9*a*	22 26	26 30	27 31
21 17	30 26	28 24	21 17	9 6
9 13	9 14	26 31	30 26	31 26
25 21	26 23	20 16	29 16	6 2
5 9	16 20	31 26	4 8	30 25
23 18	28 24	24 20	16 12	13 9
11 15	20 27	26 22	8 11	25 21
18 11	31 24	11 7	12 7	9 14
8 15	7 16	2 11	11 15	26 23
24 20	24 20	16 7	8 3	10 15
9 14	16 19	10 15	15 19	22 17
20 11	23 16	7 2	3 7	15 18
7 16	14 18	15 18	19 23	17 10
26 23	22 6	2 6	7 10	18 27
3 7	13 22	18 23	23 27	21 17
23 18	16 11	6 9	17 14	
14 23	1 10	23 26	26 30	
27 11	32 28	9 13	14 9	

and after some splendid play Mr. Ferrie succeeded in making a beautiful draw although only one man ahead.

a-16 19 or 10 15 draws here.

GAME NO. 19—PAISLEY.

Played recently between Reed and Maize.

Reed's move.

11 16	13 22	6 22	12 19	25 22
24 19	26 17	26 17	15 11	20 16
8 11	5 14	10 14	22 25*	22 18
22 18	29 25	17 10	32 28	16 12
16 20	11 16	7 14	25 29	6 10*
28 24	25 22	19 15	27 24	15 6
10 14	4 8	11 18	20 27	18 2
25 22	30 26	24 19	31 15	14 17
6 10	8 11	18 22	2 6*	21 14
22 17	22 18	19 15	28 24	11 8
9 13	1 6*	16 19	29 25	2 7
18 9	18 9	23 16	24 20	B. wins.

*–Could be won by other moves.

A team match between New York city and Brooklyn resulted in a victory for the New Yorkers by a score of 15 to 5. Eight contestents were on each side.

On June 14, 15 and 16, Mr. Reed plays at the Buffalo club. June 18-23 with the Toronto players. He returns to Buffalo on June 25, and plays two more days there.

Solutions to Problems.

PROBLEM NO. 5.

See Game No. 5.

PROBLEM NO. 6.

18 15	7 3	10 15	3 8	15 10
10 7*a*	8 12	7 2	10 15	
15 10	2 7	15 10	8 3	Drawn.

a-2 6, 15 18, 6 9, 10 6, 12 16, 9 14, 16 20, 6 1, 24 27 Drawn.

PROBLEM NO. 7.

21 17	13 9	6 10	15 11	16 19
7 10	15 24	15 19	16 20	
17 13	1 6	10 15	11 16	
11 15	10 15	12 16	19 23	Drawn.

PROBLEM NO. 8.

26 23	27 23	28 19	21 14	14 10
16 19	19 26	14 18	26 31	
23 16	24 19	17 14	19 15	
12 19	15 24	10 17	31 26	Drawn.

Mr. Reed gave an exhibition of six simultaneous blindfold games in Washington, D. C. May 2, winning 5 and 1 draw. May 3, he played twenty-four games simultaneously, winning 20, losing 2 and 2 draws. The best individual score was Mr. Mundelle's, who won 2, lost 16 and 5 draws.

During the week May 7-12, Mr. Reed gave 6 simultaneons exhibitions of fifteen to twenty games in New York and Brooklyn. No complete record was taken, but there was no one of the exhibitions in which Mr Reed. did not lose, at least, one game. The best individual cross-board score was made by Mr. Charles Ellsworth, who won 1, lost 2 and drew 4.

Mr. E. A. Durgin, of Boston, is now travelling in Europe, and when opportunity affords plays the various players whom he meets. A match has been arranged between him and W. Beattie to take place shortly in London. Mr. Durgin has the compassion of all American players.

The Checker Journal.

VOL. I. PITTSBURG, PA., JUNE, 1894. NO. 4.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

WYLLIE STILL CHAMPION!

Mr. Wyllie writes that he decidedly objects to Mr. Ferrie bearing the title "Champion of the world," and his reason for so doing is that there is a standing rule for draughts' matches, that in the event of a match being unfinished in one day, the player who enters into further practice with any other player shall forfeit the match; and he further adds that had he remembered this rule he would have objected to the stakes being handed over. He also says that as he has now no ambition to retain the championship he is quite willing that it be contested for in the next Scottish tournament.—*Glasgow Echo.*

Mr. Wyllie is perfectly right in objecting to Mr. Ferrie bearing the title of "Champion of the world" as that title is held by Charles F. Barker' of Boston, Mass.

It will be quite amusing to see what explanations Mr. Wyllie's friends on the other side of the wide river will give to this attempt to hold a title to which he has had just as reasonable a claim since August, 1876.

Checker Chatter.

Mr. D. C. Calvert has transferred his checker column from the Woonsocket *Reporter* to *The Week*, published in New London, Conn.

Mr. James Hill, the well-known author and player, will shortly visit Switzerland on his annual trip, after which he intends visiting the United States.

Mr. E. A. Durgin, after playing several of the London players, dropped his friendly match with W. Beattie, and returned to his home in Boston.

In a match of twenty games at Massillon, O., for the championship of the city J. W. Carns defeated Thos. Laviers by the score of 4 to 3 and 13 draws.

We have written to a friend in Glasgow to try to arrange a match with Mr. Ferrie for $250 to $500 a side to be played in Pittsburg and we would allow proportionable expenses to the stake. We informed our correspondent the match could be made unrestricted or restricted in any fair way Mr. Ferrie may prefer.

Mr. Wyllie's willingness to submit the world's championship to the next Scottish national tournament is very kind of Mr. Wyllie, and players living outside of Scotland should thank him for his liberal disposition of, to him, a very vexed question. But some obstinate players might object to this manner of settling that matter, and by the way, it would be interesting to have the opinion of a certain gentleman living in Boston on this subject.

Mr. Reed had quite a pleasant trip to Buffalo and Toronto during his visit to those cities. At Toronto he gave two exhibitions of simultaneous play. First twenty games were played of which he won 17 and 3 draws. In the second, six games were played, and the Toronto players lost all of them. During his two visits to Buffalo, the following scores were made:

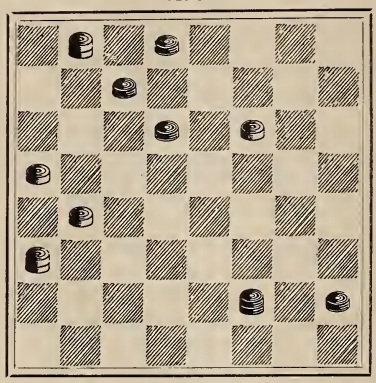
Reed....3	Downs.....2	drawn....13
Reed....3	Spayth.....0	drawn.... 8
Reed....7	Newton.....0	drawn.... 2
Reed....5	Bradley.....1	drawn.... 2
Reed....0	Larrison.....2	drawn.... 2
Reed....1	B. Mugridge...0	drawn.... 3
Reed....3	Turner.....0	drawn.... 1

We had hoped on our second visit to play Mr. Larrison about six more games and, at least, even up the two to nothing score which was preconceived before we left Pittsburg for reasons of our own.

PROBLEM NO. 13.

By Thomas Boyle, Pittsburg.

black.



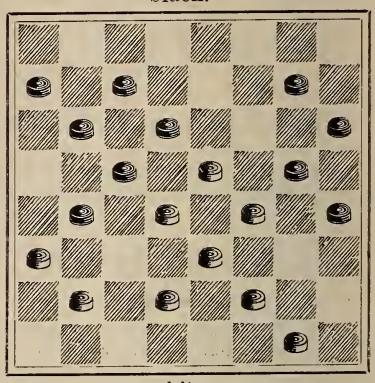
white.

Black to move and draw.

PROBLEM NO 14.

By the Editor.

black.



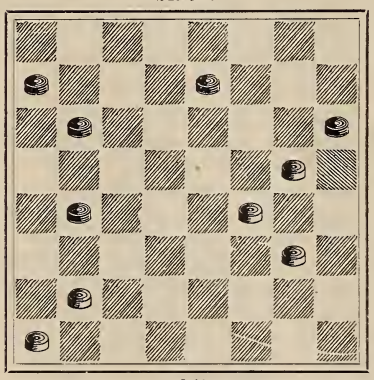
white.

Black to move and draw.

PROBLEM NO. 15.

By R. I. Clegg, Providence, R. I.

black.



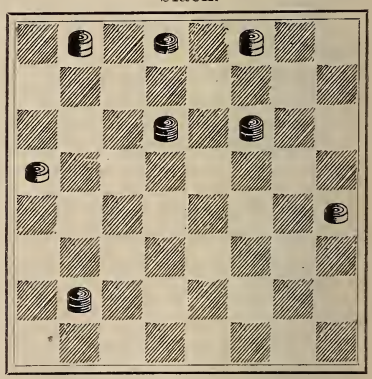
white.

White to move and draw.

PROBLEM NO. 16.

By Robert Martins, Douglass, Scotland.

black.



white.

Black to move and win.

Problem No. 13 by Mr. Boyle came up in a game recently with one of our local players, who was certain of putting one lonely stroke to his credit, "But there is many a slip etc." Problem No. 14 was an end game with that great actor and checker player, Barry Mitchell. Barry at the above position, remarked "I have got him, I have got him. How in the world can he get out of it?" But, as the solution proves, he didn't have him at all. Mr. Clegg's Problem No. 15 will be an interesting morsel for those that delight in solving neat end games. Problem No. 16 from the Aberdeen *Free Press* points out the only and beautiful style which Mr. Martins took to win this fine ending.

Games.

GAME NO. 22—CROSS.

Played in Buffalo, N. Y., between Bert Mugridge and Jas. P. Reed.

Mugridge's move.

11 15	18 23	10 17	27 31	14 18
23 18	13 6	19 15	17 13	23 14
8 11	2 9	1 6	31 26	17 1
27 23	27 18	25 21	14 9	13 9
4 8	14 23	7 10	6 10	12 16 *b*
23 19	26 22	14 7	9 6	25 22
9 14	9 14	3 19	26 22	16 19
18 9	24 20	29 25	6 2	22 18
5 14	11 15	8 11	10 14	19 23
22 17	22 18	25 21	2 6	18 14
6 9	15 24	19 24	22 17	23 26
31 27	28 19	21 17	30 25 *a*	14 10
15 18	14 17	24 27	23 27	26 31
17 13	21 14	18 14	32 23	Drawn.

a-Time for white to hunt for a draw.

b-1 5 best here, but it also allows a draw thus:

1 5	6 2	11 15	7 11	23 26
9 6	9 14	2 7	18 23	20 16
5 9	25 21	15 18	11 15	Drawn.

GAME NO. 23—SINGLE CORNER.

Played in the International team match between G. Jewitt, of Hull, and J. Moir, of Glasgow.

Jewitt's move.

11 15	8 11	10 17	1 5	12 19
22 18	25 22	24 19	18 14	27 24
15 22	6 10	17 22	7 10	20 27
25 18	19 16	26 17	14 7	31 6
12 16	9 13	13 22	5 14	11 15
29 25	18 9	18 14	32 28	6 2
10 14	5 14	4 8	3 10	15 18
24 19	22 18	14 9	16 7	2 6
16 20	14 17	8 12 *a*	2 11	23 26
28 24	21 14	23 18	19 16	Drawn.

a-In a succeeding game Jewitt varied:

11 15	24 28	17 21	22 17	9 13
19 10	31 27	11 8	15 18	18 15
7 14	2 6	22 25	17 13	13 9
16 11	27 24	8 4	18 22	15 11
8 15	6 9	25 29	13 9	9 13
23 18	24 9	4 8	30 26	11 8
14 23	9 14	29 25	9 13	3 7
27 11	19 16	8 11	26 23	8 3
20 24	14 17 *b*	25 22	13 9	7 10
9 5	16 12	11 15	23 18	Drawn.

b-In the advance sheets of the International Match Games, it states 14 18 loses here. We give the following interesting and practicable play showing it to be only a draw: (*Reed.*)

14 18	26 22	27 31	30 26	14 18
16 12	11 16	20 16	21 17	13 9
18 23	23 27	31 26	26 22	27 24
11 8	32 32	16 11	17 13	11 16
22 26	28 32	26 23	22 26	24 20
8 4	23 19	11 16	11 16	16 19
26 31	32 27	23 26	26 31	20 16
4 8	16 20	16 11	16 11	19 23 *c*
31 26	22 18	26 30	31 27	16 20
8 11	30 25	25 21	19 15	23 19

c-If 14 18; then 9 6, 18 11, 19 16 wins.

GAME NO. 24—WILL O' THE WISP.

Played in Pittsburg between Jas. P. Reed and Jas. Benny.

Reed's move.

11 15	5 9	3 7	29 25	9 14
23 19	21 17	19 16	20 16	10 7
9 13	13 22	20 24	23 26	14 10
22 18	26 17	27 20	31 22	7 3
15 22	9 13	8 12	25 18	5 9
25 18	17 14	15 8	28 24	20 16
7 11	13 17	12 19	18 15	9 13
19 15	29 25	8 3	17 14	16 12
10 19	17 22	19 23	15 6	10 15
24 15	25 21	3 10	16 11	3 8
12 16	22 25	6 22	1 5	2 6
27 24	21 17	14 10 *a*	24 20	
16 20	25 29	22 25	6 9	
24 19	32 27	30 21	14 10	B. wins.

a-30 25 would have drawn thus:

30 25	17 13	22 17	28 24	13 6
22 26	26 30	25 22	22 18	2 9
31 22	25 21	14 10	17 14	
23 26	29 25	30 26	18 9	Drawn.

GAME NO 25—AYRSHIRE LASSIE.

Played between Frank Dunne and Jas. Wyllie in the late International team match of England *v.* Scotland.

Dunne's move.

11 15	7 11	8 11	7 11	26 31
24 20	31 26	23 19	2 6	10 7
8 11	2 7	14 18	22 26	22 18
28 24	26 22	19 10	23 19	7 16
4 8	13 17	18 25	15 18	12 19
23 19	22 13	10 6	19 15	24 15
15 18	6 9	25 30	3 8	3 12
22 15	13 6	6 2	15 10	18 11
11 18	1 26	30 25	18 23 *a*	12 16
32 28	30 23	2 6	10 7	11 8
10 14	11 15	25 22	26 22	
26 23	25 22	27 23	7 3	
9 13	18 25	11 15	23 26	Dunne
19 15	29 22	6 2	6 10	resigned.

a-Mr. Dunne could have drawn by the following critical play: (*Reed.*)

12 16	6 10	22 25	10 19	25 30
10 7	18 22	3 8	20 16	7 2
8 12	21 17	11 15	11 7	30 26
7 3	23 27	20 11	16 23	
26 23	17 14	27 20	8 11	Drawn.

GAME NO. 26—SINGLE CORNER.

By A. W. Valentine. Rock Island, Ill.

11 15	17 14	15 24	23 16	18 23
22 18	10 17	28 19	12 19	6 2
15 22	22 13	1 6	26 22	27 32 *a*
25 18	15 22	30 25	7 10	20 16
8 11	26 17	6 10	22 17	32 28
29 25	9 14	25 21	11 15	24 20
4 8	17 10	10 15	6 2	15 19
24 20	6 15	19 10	19 23	2 7
10 15	27 24	7 14	32 28 *b*	10 15
25 22	8 12.	13 9	23 27	7 11
12 16	31 26	3 7	2 6	15 18
21 17	2 7	9 6	14 18	16 12
7 10	24 19	19 16	28 24	Drawn.

a-This draws and corrects Drummond, Kear's 'Reprint" and Reed s "Single Corner,' which plays 15 18 here and allows a white win.

b-By playing 2 6 the win is restored thus:

2 6	16 11	7 2	7 14	21 17
14 18	26 30	18 23	22 13	13 22
20 16	11 7	2 7	14 10	6 9
23 26	30 26	26 22	15 18	W. wins.

GAME NO. 27—AYRSHIRE LASSIE.

Played in Rock Island, Ill., between John Owens and A. W. Valentine.

Owens' move.

11 15	7 10	14 18 *a*	5 14	24 27
24 20	24 19	15 6	25 22	6 2
8 11	15 24	18 27	13 17 *b*	27 31
22 18	28 19	31 24	22 13	2 6
15 22	3 8	1 10	2 6	31 27
25 18	32 28	26 23	24 20	6 15
10 15	11 16	8 11	6 10	27 24
26 22	20 11	29 25	13 9	20 16
6 10	8 24	10 14	11 15	14 18
27 24	28 19	22 18	9 6	15 24
10 14	4 8	9 13	15 24	24 15
30 26	18 15	18 9	23 19.	Drawn.

a-In one of the Wyllie-Martins matches, Wyllie played 9 13 here with a drawn result.

b-A familiar and practical ending.

Solutions to Problems.

PROBLEM NO. 9.

1 5	8 15	12 28	11 7	18 15
8 3 *a*	23 19	20 16	27 23	
15 19	15 24	28 32	7 2	
3 8	16 11	16 11	23 18	
19 23	7 16	32 27	2 6	B. wins.

a-7 10, 15 6, 8 15, 6 1, 20 11, 5 9 wins.

PROBLEM NO. 10.

21 25	23 27	31 27	15 19	19 19
29 22	14 32	32 23	5 14	W. wins.

PROBLEM NO. 11.

27 31	9 13	26 30	26 22	23 18
32 28 *a*	17 14	25 21	5 1	15 19
31 27	23 26	30 26	27 23	
30 25	14 9	9 5	1 5	

Drawn.

a-17 13, 23 26. 13 6, 7 10 Drawn.

PROBLEM NO. 12.

15 19	2 6	15 8	1 5	6 1
1 5	19 15	1 5	10 6	5 9
9 14	6 2	18 14	5 1	1 5
5 1	11 7	5 1	14 10	
14 18	2 11	8 11	1 5	B. wins.

Bert Mugridge, eighteen years of age, is the most promising young player in the United States, that we have meet.

Robert Martins, ex-champion of the world, is, at present, making a very successful tour of England.

The international match games have been purchased by A. Bryson, 74 Trongate, Glasgow, Scotland, who has arranged with Jas. Lees, of Dellmelington to annotate them. Mr. Lees' well-known ability is a sufficient guarantee of their being gotten out in first-class style.

The Checker Journal.

VOL. I. PITTSBURG, PA., JULY, 1894. NO. 5.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

Checker Chatter.

L. S. Head, of Chicago, is once more a permanent resident of Minneapolis.

A team match is being arranged between the New York and Philadelphia players to take place during the coming fall

Robert Freer, a well-known Chicago player, is in the city and intends making it lively for our players.

New York and Brooklyn have had another team match which resulted in favor of the Brooklyn team by the score of 13 games to 3.

On account of the warm weather playing has been very dull through the country lately, but Pittsburg has had more than its usual playing.

Mr. Henry Spayth has been giving the the Detroit players a delightful time at checkers lately. He contested 22 games simultaneously winning 11, losing 1 and 10 draws. A large number of cross-board games were also played of which he won by far the larger majority.

Mr. W. C. Brown, of Altoona, has been making it lively for some of the city players during the month. His leading scores were :

Brown	1	Reed	13	drawn	5
Brown	0	Jeremy	3	drawn	2
Brown	6	Spuhr	5	drawn	8
Brown	7	Ellis	6	drawn	7

Mr. Martins continues to make very good scores in his trip through England. At Leeds he played 123 games, winning 102, losing 1 and 20 draws. He also played 76 games at Keighley, winning 67 and 9 draws. The Halifax players also had the pleasure of contesting 104 games with the ex-champion, winning 1, losing 68 and 35 draws. A splendid score.

Mr. Henry Lindsay, one of the oldest checker players in the United States, died in this city, July 10, in his 78th year. Mr. Lindsay was a frequent contributor to the checker columns some years ago, and had met and played with most of the leading old time players. Many a thrashing the old gentleman gave us that afforded a fine excuse that we had a headache.

While in Buffalo, we were asked if we did not think Buffalo had the strongest players in the United States. To which we replied that Chicago had by far the best players in the country. Boston would come second and Buffalo third This contradicts an item in one of the Buffalo papers recently which stated that we considered that city had the strongest players in this country.

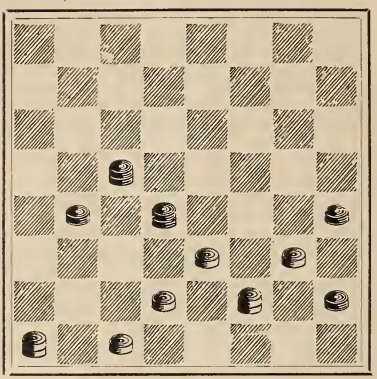
Mr. Wyllie has got another wheel in his head. He now wants to play Mr. Ferrie a match of 500 games on condition that each player be locked in a hotel or some other lodging during the progress of the match. We kindly suggest that the number of games be increased to 10,000 and both players be muzzled while it is being played. We won't charge a cent for the above brilliant and valuable suggestion.

We have just received the book of the international match games of England v. Scotland, published by A. Bryson & Co., Glasgow, Scotland, and we take pleasure in recommending it to the readers of the JOURNAL. The book contains 174 games ably arranged and annotated by that prince of analysts, James Lees, of Dalmellington, Scotland. It also contains two photographic groups of the players of the two teams. We will mail the book to any address on the receipt of fifty cents.

PROBLEM NO. 17.

By Geo. L. Ellis, Pittsburg.

black.



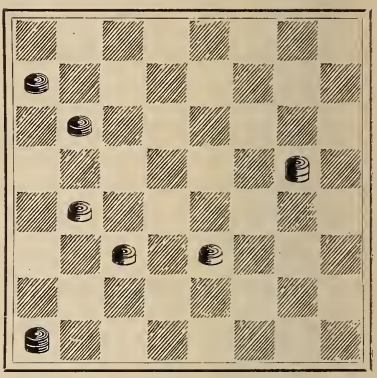
white.

Black to move and draw.

PROBLEM NO 18.

By Jas. P. Reed, Pittsburg'

black.



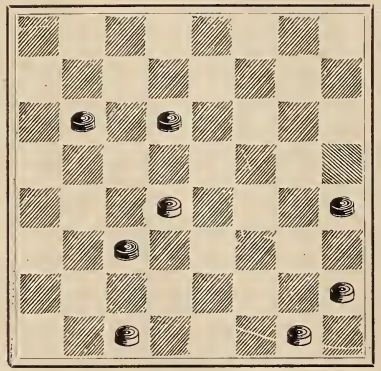
white.

Black to move and white to win.

PROBLEM NO. 19.

By Jas. P. Phillips, Allegheny City, Pa.

black.



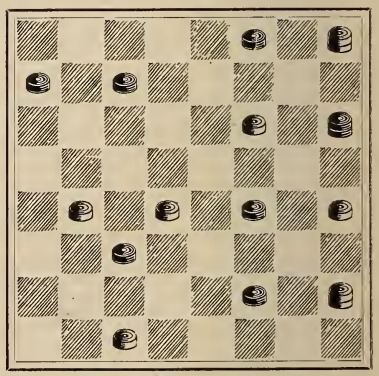
white.

Black to move and draw.

PROBLEM NO. 20.

By James Robinson, Glasgow, Scotland.

black.



white.

Black to move and win.

Problem No. 17 was published in the Pittsburg *Life* by L. J. Vair as black to move and white to win. Mr. Ellis has discovered one of those waiting moves preventing Mr. Vair's neat win. Problem No. 18 appeared in the *Draughts World* as a draw by L. M. Stearns. Our solution demonstrates a white win. Problem No 19 is the author's "first attempt," and it is much superior to many that have other qualifications to commend them. Problem No. 20 is from the *Draughts World* and they called special attention to its rather unique ending.

Games.

GAME NO. 27—BRISTOL.

By R. I. Clegg, Providence, R. I.

11 16	29 25	12 19	15 10	5 9
24 20	9 14	25 22	8 15	26 23 *b*
16 19	20 16	14 23	10 1	19 26
23 16	5 9	22 18	17 21	10 19
12 19	27 24	3 8	13 6	9 14
22 18	8 12	21 17	2 9	31 22
10 14	16 11	1 5	1 6	14 17
18 15	18 23	17 13	9 13	22 18
7 10	22 18	23 27	6 10	
25 22	23 27	18 14	27 32 *a*	
14 18	32 16	10 17	24 20	Drawn.

a-15 18, 24 15, 5 9, 31 24, 9 14 drawn. (*Reed*)

b-The above was Game No. 1054 in *The Week*. The following play demonstrates a white win : (*Reed*)

26 23*	31 26	26 23*	14 10	30 26
4 8	14 17	17 26	19 15	19 24
20 16	19 15	31 22	10 6	26 23
8 12	12 19	32 27	15 10	24 27
23 24*	15 24	23 18	6 2	23 19
19 28	32 27	27 23	10 15	27 23
10 19	24 31	18 14	2 6	19 16
9 14-1	32 28	23 19	15 19	W. wins.

Variation 1.

32 27	22 25	28 24	28 24	32 28
31 24	11 7	14 10	2 7	15 19
28 32	25 29	24 28	24 28	28 32
24 20	7 2	9 14	15 19	23 26
9 14	29 25	28 24	28 32	13 17
16 11	2 6	14 18	7 10	19 23
14 17	32 28	22 25	32 28	32 28
22 18	6 9	10 7	10 15	23 27
17 22	25 22	24 28	28 32	
19 15	18 14	7 2	19 23	W. wins.

GAME NO 28—AYRSHIRE LASSIE.

By R. Walker, Glasgow, Scotland.

11 15	30 26	11 25	6 2	18 22
24 20	8 11	29 22	31 27	14 18
8 11	26 22	2 11	2 6	22 26
28 24	3 8	22 18	27 31 *b*	18 23
4 8	22 17	6 10	28 24-1	26 31
23 19	7 10	27 23	31 27	3 7
15 18	17 13	10 15	14 10	8 11
22 15	1 6	18 14	27 32	7 16
11 18	21 17	15 18	10 7	28 32
32 28	14 30	23 19	32 28	23 18
9 14	23 7	18 22	6 10	31 27 *c*
26 23	30 26	13 9 *a*	11 15	
10 15	31 22	22 26	7 3	
19 10	15 19	9 6	15 18	
6 15	24 15	26 31	10 14-2	Drawn.

a-In the appendix of "Fraser's Ayrshire Lassie Game" this is given to correct variation 47, at 32nd move.

b- I submit this to correct the appendix, and keep the book right.

c-The above is game No. 239 in *The Draughts World*. We give the following play to prove the appendix correct by, at least, two different lines. (*Reed.*)

Variation 1.

6 10	27 24 *b*	17 14	32 27	20 16
31 27 *a*	19 15	23 27	15 11	32 28
14 9	11 18	19 15	8 15	8 11
5 14	28 19	27 32	10 19	
10 17	18 23	14 10	27 32	W. wins.

a-11 15, 14 9, 5 14, 10 17, 15 24, 28 19, 31 27, 19 15, 27 23, 17 14, 23 19, 14 10 W. wins.

b-27 23, 28 24, 23 16, 17 14 W. wins.

Variation 2.

19 15	19 10	23 18	13 17	7 11
28 19	7 23	9 13	3 7	
10 7	5 9	18 15	17 22	W. wins.

GAME NO. 29—WILL O' THE WISP.

By Jas. P. Reed.

11 15	9 14	2 6	16 19	25 30
23 19	18 9	26 23	10 7	26 23
9 13	11 27	4 8 *a*	19 24	31 27
22 18	32 23	21 17 *b*	7 3	23 19
15 22	16 20	8 11	8 12	27 23
25 18	9 5	23 18	3 7	18 15
7 11	8 11	6 9	24 27	23 16
19 15	25 22	30 26	7 10	20 11
10 19	6 10	3 8	27 31	9 14
24 15	23 19	17 14	10 14	15 10
5 9	11 15	10 17	17 21	30 26
29 25	28 24	19 10	14 17	
12 16	20 27	11 16	21 25	
27 23	31 24	24 20	17 21	B. wins.

a-Corrects Gardner and Leggett's analysis, where 10 14 is given and allows a draw as shown by D. C. Calvert.

b-19 16, 10 14, 24 20, 14 18, 23 14, 8 11, 16 7, 3 26, 30 23, 6 9 B. wins.

GAME NO. 30—SINGLE CORNER.

By S. W. Carter.

11 15	21 17	6 10	10 14	11 15
22 18	8 12	23 16	27 23	15 19
15 22	17 14	1 5	17 21	23 16
25 18	9 13	9 6	24 19	10 15
8 11	14 9	2 9	15 24	26 23
29 25	5 14	28 24	28 19	14 17
4 8	18 9	9 14	5 9	23 18
24 20	16 19 *a*	32 28 *b*	16 12	17 26
10 15	23 16	14 17	7 10	30 23
25 22	12 19	31 27	19 16	Drawn.

a-Mr. Carter gives this play in the *American Checker Review* to correct Drummond and Lees' "Guide."

b-Had Mr. Carter one of Reed's "Single Corner" books he would have saved the *Review* over a column of space containing a diagram, three variations, nine notes and twenty-one starred moves.

The following is the play : (*Reed.*)

32 28	17 21	12 8*	18 25	26 23
5 9	27 23	3 12	17 14	25 30
16 12	21 25 *a*	23 19	10 17	3 7
14 17	30 21	14 18	19 3	
31 27	9 14	21 17	11 15	W. wins.

a-9 14, 23 18, 14 23, 26 19 W. wins.

GAME NO. 31—CROSS.

The following three games were recently played by Mr. Reed in simultaneous blindfold play.

McNally's move.

11 15	22 18	11 18	23 18	20 27
23 18	4 8	22 6	14 23	32 7
8 11	25 22	1 10	27 18	3 10
27 23	8 11	25 22	16 23	30 26
11 16	29 25	2 7	26 19	10 14
18 11	10 14	22 18	7 11	26 22
16 20	31 27	9 13	18 15	
24 19	6 10	18 9	11 18	
7 16	18 15	5 14	28 24	W. wins.

GAME NO. 32—SINGLE CORNER

Phillips' move.

11 15	12 16	7 16	20 27	5 30
22 18	21 17	31 15	32 23	16 11
15 22	8 12	9 13	1 6	8 15
25 18	27 24	15 11	30 25	18 11
8 11	16 19	6 10	2 7	30 26
29 25	23 16	26 23	11 2	22 18
4 8	12 19	10 15	15 19	26 23
24 20	20 16	28 24	23 16	18 14
10 15	11 27	16 20	3 8	
25 22	18 11	23 18	2 9	Drawn.

GAME NO. 33—SOUTER.

Joice's move.

11 15	25 9	11 15	28 24	11 15
23 19	5 14	22 17	7 11	8 11
9 14	30 25	15 18	17 13	15 18
22 17	13 22	24 20	3 7	11 15
6 9	25 9	18 27	13 9	18 22
27 23	1 5	32 23	14 18	15 10
9 13	9 6	4 8	23 14	14 18
26 22	2 9	31 26	10 26	10 14
8 11	29 25	8 11	19 3	18 23
22 18	9 14	26 22	5 14	14 18
15 22	25 22	11 15	3 8	W. wins.

Solutions to Problems.

PROBLEM NO. 13.

6 9	17 13	10 15	21 14	24 8
13 6	9 14	6 10	27 24	
2 9	1 6	14 17	10 19	Drawn.

PROBLEM NO. 14.

20 24	12 16	10 19	14 30	30 21
27 4	19 12	23 16	21 14	Drawn.

PROBLEM NO. 15.

25 21-2	17 14	19 15	15 11	14 10
17 22-1	13 17	12 19	25 30	
21 17	24 20	20 16	11 2	
9 13	17 21	21 25	30 26	Drawn.

Variation 1.

9 14	24 20	12 19	15 10	13 17
29 25	9 13	20 16	14 18	
5 9	19 15	19 24	21 14	Drawn.

Variation 2.

24 20	12 19	25 22	23 26	15 11
9 13	20 16	19 23	18 14	31 26
19 15-3	17 21	22 18	26 31	B. wins.

Variation 3.

25 21	5 9	20 16	23 26	8 3
17 22	19 15	19 23	12 8	30 26
21 17	12 19	16 12	26 30	B. wins.

PROBLEM NO. 16.

2 6	5 1	21 14	3 7	24 19
1 5	25 21	20 16	20 24	2 6
10 14	1 17	11 20	6 2	19 15

and black wins by the first position.

Mr. D. Brodie, a very promising young player of New Zealand, has posted a forfiet of £10 to play any New Zealand player for the championship.

The Checker Journal.

VOL. I. PITTSBURG, PA., AUGUST, 1894. NO. 6.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

Checker Chatter.

The West Side Checker Club, 34th st. and 9th ave., New York city, closed for August. It re-opens for the season September 1.

The chess and checker players of East Liverpool, O., are to hold a meeting, August 24, for the purpose of organizing a chess and checker club.

The G. A. R. encampment in Pittsburg, September 11-16, will bring several good checker players to the city. Among those that have informed us they will be here are A. W. Valentine, of Rock Island, Ill., Dr. Simpson, of Tonawanda, N. Y. and L. J. Vair, of Ravenna, O.

The Washington Chess and Checker Club will keep open doors during the Knights of Pythias encampment, August 27 till September 1. All chess and checker players are cordially invited to visit their rooms, 612 12th st. N. W., whenever in the Capitol city.

Mr. Freer kept the players moving during his stay in the city. The following were his five leading scores :

Freer....	6	Reed.....	37	drawn....	28
Freer....	3	Jeremy.....	7	drawn....	9
Freer....	9	Maize.....	3	drawn....	14
Freer....	12	Boyle.....	6	drawn....	11
Freer	3	Ewalt.....	1	drawn....	0

An international team match between six leading players of America and six players of Briton is now being extensively discussed in the leading British checker columns, and our brethern across the pond are quite enthusiastic over the project. While, however, gladly we would like to see the affair a success, it is altogether unfeasible at the present time. Owing to their business arrangements, it would be impossible for to get even four of our American players to represent the team. And to make the affair an undoubted success the necessary money is altogether unobtainable.

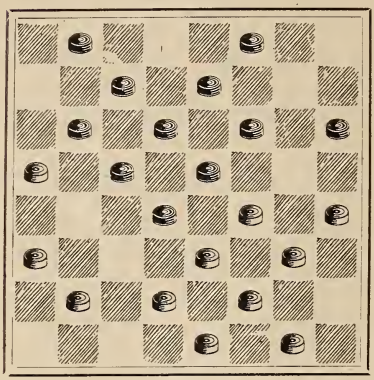
Mr. Henry Spayth will please accept many thanks for the beautiful souvenir of the Buffalo Chess and Checker Club. The souvenir being the programme of the tournament of the New York State Chess Association held, August 14-18, in the Buffalo club rooms, S. E. cor. Court and Franklin streets. Besides being the programme, it contains four half-tone photographic groups of prominent members of the club and officers of the Association. One of the groups contains the well-known checker players : Henry Spayth, James A. Mugridge, Bert Mugridge, James Bradley, Charles Larrison and Mr. Newton. Among other well-known faces, we note that of General Congdon, who defeated us in a sitting some years ago 4 to 0 and 1 draw. We always do better another time : don't we Lar—we mean General?

The Draughts World in giving a biographical sketch of the late Robert D. Yates states, that he played two matches with Mr. Wyllie, in 1873. Surely, these few off hand games cannot be considered two matches, especially when there were no agreement made to play a certain number of games etc. Mr. Yates at the time, being only a young, inexperienced player, who, then, never imagined that he could defeat Mr. Wyllie nor neither did any of Mr. Yates' friends. It has been stated that the last match, between Wyllie and Yates, was only an exhibition match. This is a mistake as the match was for a purse of $100 and the championship of the world, for which the money was deposited in the hands of the late A. J. Dunlap, with articles duly signed by both Yates and Wyllie. For the information of many who have doubted this, we can refer them to Mr. Melvin Brown, 166 Montague st, Brooklyn, N. Y., who still has the original articles of agreement in his possession.

PROBLEM NO. 21.

By Jas. P. Reed, Pittsburg.

black.



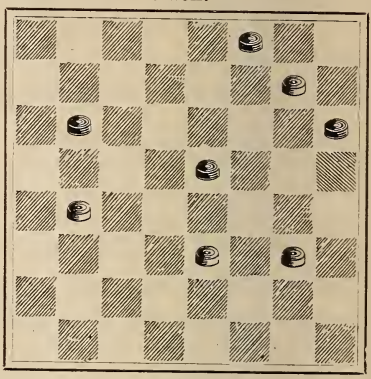
white.

White to move and win.

PROBLEM NO 22.

By Jas. P. Reed, Pittsburg.

black.



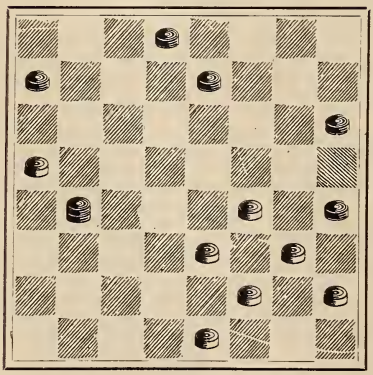
white.

Black to move and win.

PROBLEM NO. 23.

By Robert Freer, Chicago, Ill.

black.



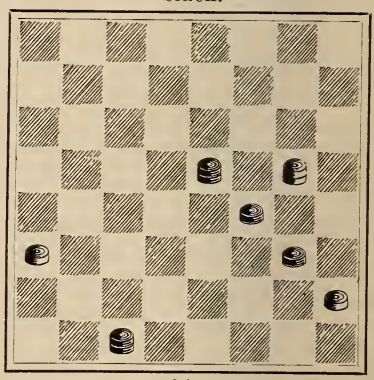
white.

White to move and win.

PROBLEM NO. 24.

By Martin Joyce, Allegheny City, Pa.

black.



white.

Black to move and white to win.

Problem No. 21 corrects Problem No. 504 in Gould's "Book of Problems" by James Wyllie. Mr. Freer, playing the white side of Problem No. 22, felt quite confident of making a draw, but at the finish remarked that it was a neat ending. Problem No. 23 by Mr. Freer came from a game with a Chicago player and requires some very fine play for white to win. Problem No. 24 was originally given in the Chicago *Inter-Ocean* and the Pittsburg *Chronicle-Telegraph* by Chas. Hefter as a draw, but Mr. Joyce presents some splendid play for a white win.

Games.

GAME NO. 34—DENNY.

Played recently between Jas. P. Reed and Thos. Boyle.

Reed's move.

10 14	18 11	10 17	10 7	27 23*
22 18	7 16	27 18	32 28	18 14
11 16	26 22	20 27	7 3	6 10*
24 19	9 13	21 14	28 24	22 17
8 11	22 18	12 16	3 7	23 18*
26 22	13 22	32 23	1 6	11 8
7 10	18 9	16 20	29 25	4 11
30 26	5 14	18 15	13 17	7 16
3 7	25 9	20 24	25 22 *a*	18 9
28 24	6 13	15 11	17 26	
16 20	23 18	24 28	31 22	
22 17	16 23	14 10	24 27*	
11 15	18 14	28 32	23 18	B. wins.

a-This allows black a very neat win. 25 21 would have been an easy draw.

GAME NO 35—SOUTER

By J. Macfarlane, Glasgow, Scotland.

11 15	14 17	1 5	31 26	22 18
23 19	21 14	11 8	23 19	2 7
9 14	9 18	14 17	26 31 B	10 14
22 17	31 27	8 4	8 11	20 16 D
6 9	5 9	9 14	5 9	6 10
17 13	20 16	25 21	11 8	13 6
2 6	10 14	18 22	14 18	14 17
25 22	19 10	26 23	8 11	7 14
8 11	12 28	22 26	31 26	18 2
29 25	22 15	23 19	11 7 C	21 14
4 8	14 18	17 22-1A	3 10	2 7
24 20	27 24	30 23	15 11	14 9
15 24	7 14	22 26	18 23	23 26
28 19	24 20	4 8	11 7	
11 15	8 12	26 31	26 22	
27 24	15 11	19 15	7 2	B. wins.

A-If the play from this point is sound, it corrects variation 1 (undernoted), which was published by R, Fraser in *Herald* of April 24, 1875, and also supersedes the draw shown by Mr. R. M'Culloch, and all other draws shown in section 5 of Riley's book.

Variation 1.

26 31	8 11 E	31 27	19 15	3 7
4 8	22 26	23 18	27 31	B. wins.
17 22	30 23	14 23	21 17	*R. Fraser.*

E-19 16, 12 19, 30 26, 3 12, 26 1 Drawn. *R. M'Culloch, Herald*, June, 1, 1875.

B-If 21 17, 18 22, 19 16-†, 12 19, 15 10, 6 15, 11 25, 26 30 B. wins.

C-If 7 3, 23 26, 20 16, 26 31, 16 11, 31 26, 3 7, 26 23, 7 3, 23 7, 3 1, 12 16 B. wins.

D-Only move to win; if 5 9 32 27 Drawn,

†-The above play is from *The Draughts World*, and adds another line to the long list of black wins which have failed to prove 31 27, at the twentieth move, a loss. We give the correct play below: (*Reed.*)

32 27	13 6	11 15	22 25	31 27
28 32	15 18	25 30	9 6	19 16
27 24	6 2*	6 10	25 30	12 19
22 25‡	18 22	26 31	6 1	15 11
15 10*	2 6	17 17	30 25	
6 15	32 28	30 26	10 6	Drawn.

‡-26 23, 19 16, 12 28, 15 10, 6 15, 11 25 drawn.

GAME NO. 36—BRISTOL.

Seventy-third game in the Wyllie-Ferrie match.

Ferrie's move.

11 16	22 17	10 15	16 12	25 29	
24 20	4 8	32 27	7 11 *c*	8 4	
16 19	27 23	6 9 *a*	25 22	29 25	
23 16	8 12	13 6	18 25	12 8	
12 19	23 16	2 9	27 23	3 19	
22 18	12 19	27 24 *b*	11 16	26 22	
9 14	29 25	9 13	20 11	17 26	
18 9	11 15	24 20	13 17	30 16	
5 14	20 16	1 6	23 16		
25 22	15 18	31 27	15 18		
8 11	17 13	6 9	11 8	Drawn.	

a-Losing move. 1 5 or 6 10 draws.

b-Mr. Wyllie could have won here by the following play published in the Cincinnati *Commercial*, in 1877, by Prof. Smith:

26 23	28 24	24 20	12 8	8 3
19 26	1 6	7 11	14 17	7 10
31 22	16 12	30 26	21 14	26 23
9 13	6 10	3 7	10 17	W. wins.

c-Mr. Ferrie also let a win slip by not taking the following play: (*Reed.*)

7 10	24 20	24 27	1 6	24 27
27 24-1	27 23	20 16	27 23	1 6
18 23	11 7	27 31	6 1	27 31
20 16	19 24	16 11	16 11	6 10
23 27	28 19	31 27	8 4	14 18
1 6 11	15 24	6 1	15 19	22 8
27 32	7 2	23 19	1 6	9 14
26 22	10 15	11 8	19 24	10 17
31 27	2 6	19 16	6 1	B. wins.

Variation 1.

26 22	27 23	6 1	23 26	14 18
19 23	16 11	18 23	4 8	15 19
28 24-2	23 18	25 22	18 23	4 8
23 32	6 1	9 14	5 9	26 31
24 19	24 27	8 4	26 30	8 11
15 24	1 6	27 31	9 14	19 23
22 6	18 15	1 5	31 27	18 14
32 27	11 8	14 18	8 4	31 26
20 16	14 18	30 25	23 26	B. wins.

Variation 2.

27 24	16 11	7 2	16 11	8 4
23 26	31 27*	19 23	23 19	26 17
30 23	24 20	2 6	6 1	4 8
18 27	15 19	23 26	26 31	18 22
20 16	11 7	20 16	11 8	
27 31	10 15	27 23	31 26	B. wins.

GAME NO. 37—BRISTOL.

Played between R. Freer and A. Jeremy.
Jeremy's move.

11 16	12 16	1 10	15 18	23 27
22 18	19 12	23 18	30 26	9 5
8 11	4 8	10 14	24 27	27 32
24 19	12 3	18 9	32 23	5 1
10 14	14 17	5 14	18 27	32 27
26 22	21 14	19 16 *a*	26 23	1 5
16 20	10 17	20 24	27 31	27 23
22 17	3 10	16 7	23 18	25 21
7 10	6 31	2 11	14 23	26 22
17 13 *b*	13 6	25 21	21 14	5 9
3 7	31 24	11 15	31 26	23 18
31 26	28 19	29 25	14 9	9 5

and black wins by the first position.

a–32 27 is the correct move for white to draw.

b–In a succeeding game Mr. Freer varied here with better success:

30 26	12 18	29 25	31 22	18 15
11 16	13 22	13 17	7 10	6 9
26 22	18 9	21 14	22 17	15 6
9 13	6 13	10 17	1 6	9 13
18 9	25 18	25 22	25 24	17 14
5 14	3 7	17 26	4 8	Drawn.

GAME NO. 38—DOUBLE CORNER.

Played between Jeremy and Freer.
Freer's move.

9 14	6 15	7 10	16 20	10 15 *a*
22 17	21 17	27 24	24 19	18 9
11 15	5 9	4 8	15 24	1 10
25 22	29 25	32 27	28 19	26 22
15 19	8 12	8 11	11 15	24 27
23 16	17 13	26 22	31 26	23 18
12 19	2 6	12 16	15 24	15 19
24 15	25 21	27 23	22 18	18 15
10 19	9 14	19 26	6 9	
17 10	22 17	30 23	13 6	W. wins.

a 1 5 here would have drawn.

GAME NO. 39—SINGLE CORNER.

The figures in Game No. 30 are not given correctly. As the play is quite important we reproduce the winning play.

11 15	8 12	1 5	9 14	29 25
22 18	17 14	9 6	26 23	20 16
15 22	9 13	2 9	13 17	11 20
25 18	14 9	28 24	22 13	2 11
8 11	5 14	9 14	15 18	25 22
29 25	18 9	32 27*	31 27	11 15
4 8	16 19	5 9	18 22	22 17
24 20	23 16	16 12	13 9	15 6
10 15	12 19	14 17	22 25	14 18
25 22	27 23	27 23	9 6	23 14
12 16	6 10	17 21	25 29	17 1
21 17	23 16	23 19	6 2	19 15

W. wins.

Solutions to Problems.

PROBLEM NO. 17.

32 28 *a*	17 21*	14 17*	32 23*	17 10
29 25	25 29	23 14	26 19	Drawn.

a–Mr, Vair gave 18 22 here and lost as follows:

18 22	22 31	17 26	14 32	20 27
30 25	25 22	23 18	29 25	25 30

PROBLEM NO. 18.

9 13	23 18	30 25	14 9	21 17
16 19 *a*	25 30	17 14	5 14	23 26
29 25	19 23	25 21	18 9	W. wins.

a–Mr. Stearns played 17 14 here and black drew.

PROBLEM NO. 19.

9 14	14 10	21 25	7 10	20 24
32 27	17 21	7 2	26 19	19 15
13 17	10 7	25 30	27 23	24 27
18 14	22 26*	2 7	19 26	
10 15	30 23	30 26	10 19	Drawn.

PROBLEM NO. 20.

19 24	3 7	27 31	5 23	22 25
28 19	11 2	2 9	19 26	B. wins.

The Checker Journal.

VOL. I. PITTSBURG, PA., SEPTEMBER, 1894. NO. 7.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P Reed, 15 Clark st., Pittsburg, Pa.

THE CHAMPIONSHIP MUDDLE.

The above is the heading of an article in *The Draughts World* which simply expresses the writer's ignorance of a subject upon which he was writing. If he read THE WEEKLY CHECKER JOURNAL he would never have uttered such trash.

We dissect his principal remarks.

"Again Reed's own words are, 'that he never used the title which he never played for.'" We never, at any time, made the above remark.

"Dunlap's decision in the matter was not universally recognized as just, and the fact of Mr. Patterson, of Pittsburg, stepping into the arena, and recouping Wyllie for his stake money was accepted by many as a strong expression of discontent."

Mr. Dunlap's decision was bound to be unsatisfactory to some which ever way it went, and the same feeling would exist had the Lord High Chancellor decided it. Mr. Patterson making good Mr. Wyllie's loss does not imply he disapproved off the decision, and the high esteem in which he held Mr. Dunlap can be seen by the following expression made by Mr. Patterson within the last fortnight: "Dnnlap's death was a sad loss to checkers, and we can't get any one who can fill his place!"

The following would be quite amusing were it not for the fact that it cost ourselves and backers the world's championship and $600 to be mixed up in this "clever scheme".

"Barker and Reed's haste to play for the championship of the world in the face of Wyllie's remonstrances and challenges, (when was the dear old man not remonstrating and challenging?) showed they were only getting up a clever scheme from a pecuinary point."

"Let Barker, if has a grievance, now make a challenge, and Ferrie is bound to accept it, if it is fair at all, and this would at once simplify matters, and place the championship on its rightful aspirant"

But why not have Ferrie do the challenging? And show how he would pose as a world's champion, which hardly a player in Europe or America imagines he could wrest from Barker.

Here comes the amusing part in which they submit to Wyllie as an authority, and on the same page his remarks are called *folly* when conflicting with their views!

"In his June number Reed again refers to the subject, and accepting one of Mr. Wyllie *foibles*, etc."

"Now, did *Wyllie* ever for a moment recognize either Reed or Barker as the champion of the world?"

Checker Chatter.

Mr. A. Webster was in Buffalo recently and had a couple of sittings with Mr. Spayth. The score being Spayth 6, Webster 1, drawn 8.

Mr, James A. Mugridge informs us that he would be much pleased to play any player that drops into his office 10 Elk st., Buffalo. This invitation is cordially extended to Messrs. Downs, Spayth or Larrison.

We have received a copy of B. Frank Sivett's system of finding a game to form any problem. While the system is correct it is no benefit to any player or analyst. The only ones it might interest would be a few persons that collate problems and like to have the games leading to them, and then these games may overlook several loses in bringing them up.

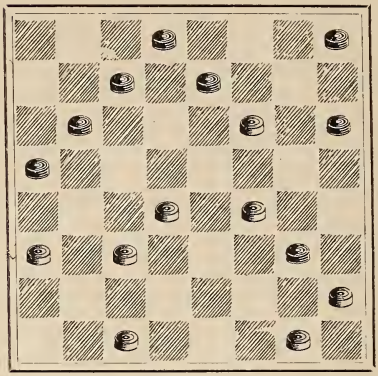
During the G. A. R. encampment week, checkers were livelier in our city than ever before. Messrs. Valentine and Vair being the most prominent players. We did not get the latter's score. Mr. Valentine's being as follows:

Valentine	0	Reed	6	drawn	3
Valentine	2	Maize	1	drawn	6
Valentine	2	Jeremy	1	drawn	2
Valentine	1	Mulholland	1	drawn	4
Valentine	1	Ewalt	0	drawn	5

PROBLEM NO. 25.

By Jas. P. Reed, Pittsburg.

black.



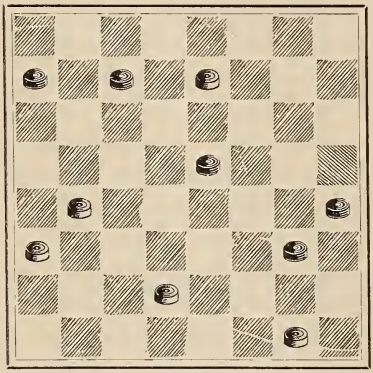
white.

White to move and win.

PROBLEM NO. 27.

By Robert Freer, Chicago, Ill.

black.



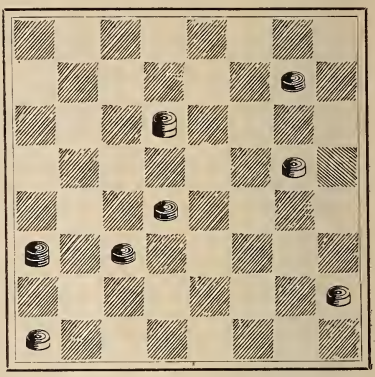
white.

Black to move and white to win.

PROBLEM NO 26.

By A. W. Valentine, Rock Island, Ill.

black.



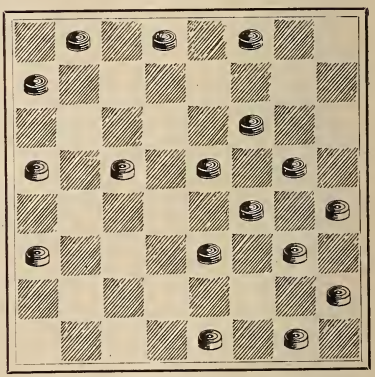
white.

White to move and win.

PROBLEM NO. 28.

By Joseph Maize, M'Donald, Pa.

black.



white.

Black to move and white to draw.

Problem No. 25 occurred in a game between messrs. Freer and Reed during the former's visit to Pittsburg. Problem No. 26 is an ending of a game in the *Inter-Ocean* which resulted in a draw. Mr. Valentine's play demonstrates a very neat win. Problem No. 27 comes from Denvir & Bradt's Second Double Corner, variation 172, which Mr. W. C. Belden attempted to draw, but Mr. Freer's play sustains the play in the book. Problem No, 28 by Mr. Maize is given in Gould's "Book of Problems" for a black win. The problem has been corrected before, and Mr. Maize's play is the second draw given, and it contains much the nicer play.

Games

GAME NO. 40—WHILTER.

Played between George Jewitt and R Martins at Hull, England.

Jewitt's move.

11 15	7 11	10 17	27 31	32 27
23 19	29 25	21 14	26 22	6 10
9 14	2 7	8 11	16 19	26 31
22 17	25 22	22 17	22 18	11 7
7 11	16 20	16 20	19 23	4 8
25 22	23 18	19 15	14 10	7 2
11 16	14 23	11 16	32 26	8 11
26 23	27 18	15 11	2 6	3 8
5 9	20 27	6 10	20 24	12 16
17 13	32 23	11 2	10 7 *a*	8 15
3 7	15 24	10 15	24 27	23 26
22 17	28 19	18 11	7 3	30 23
1 5	11 16	9 27	27 32	27 11
31 26	17 14	17 14	18 14	Drawn.

a-Mr. Jewitt did not go into this very ingeniously laid trap :

26 22	22 15	15 6	15 18	18 27
11 8	13 9	2 20	30 26	24 31
4 11	5 14	11 15	12 16	
7 2	6 10	20 24	26 23	W. wins.

GAME NO. 41—OLD FOURTEENTH.

By Jas. P. Reed.

11 15	17 13	8 11	23 5	11 15
23 19	9 14	30 26	30 23	22 17
8 11	29 25	5 9 *a*	27 2	15 19
22 17	7 11	19 16 *c*	6 9	2 7
4 8	26 23	12 28	13 6	10 15
25 22	2 7	20 16	3 8	7 11
15 18	24 20	11 20	31 26	1 10
22 15	11 15	21 17	8 11 *b*	11 18
11 18	28 24	14 30	26 22	W. wins.

a-Forms Problem No. 504, Gould's Book of Problems, by Jas. Wyllie with solution.

b-Mr. A. Asher gives the following to correct Mr. Wyllie's play :

20 24	5 1	18 25	3 7	22 26
26 22	10 15	10 19	30 26	15 18
10 14	1 6	25 30	7 10	26 31
2 7	14 18	7 3	26 22	18 22
1 10	6 10	8 12	10 15	Drawn.

c-Solution to Problem No. 21, and corrects the above play :

26 22	21 14	32 23	19 16	21 14
1 5	10 17	5 9	3 7	10 17
31 26	23 14	23 19	13 9	8 3
12 16	9 18	7 10	6 13	18 25
19 12	27 23	25 21	12 8	3 19
14 17	18 27	9 14	14 18	W. wins.

GAME NO. 42—EDINBURGH.

Played recently by Jas. P. Reed and A. H. Jeremy.

Reed's move.

9 13	29 25	8 11	20 16	5 9
22 18	11 15	31 26	1 5	16 11
6 9	25 21	9 14	23 19	26 23
18 14	4 8	27 23	15 24	11 8
10 17	27 24	12 16	10 6	24 19
21 14	2 6	26 22	24 27	8 4
9 18	32 27	19 26	6 2	19 15
23 14	6 9	30 23	27 31	4 8
12 16	14 10	5 9	2 6	3 7
24 20	7 14	24 19	9 13	22 18 *a*
16 19	22 17	15 24	6 10	
25 22	13 22	28 12	31 26	
8 12	26 10	11 15	10 17	W. wins.

a-It would be rather difficult to find the last draw for black.

GAME NO. 43—SINGLE CORNER.

Played between A. W. Valentine, of Rock Island, Ill., and Jas. P. Reed.

Valentine's move.

11 15	9 14	7 16	10 17	18 25
22 18	18 9	22 18	31 26	30 14
15 22	5 14	3 7	1 6	12 16
25 18	24 20	18 9	32 27	27 23*
8 11	8 11	6 13	6 9	16 20
24 19	25 22	23 18	19 15	23 19*
11 16	11 15	16 23	2 6 *a*	20 24
29 25	20 11	26 19	18 14	15 10
4 8	15 24	13 17	9 18	
27 24	28 19	21 14	26 22	W. wins.

a-Allowing an old and pretty win. 9 13 draws here.

GAME NO. 44—WILL O' THE WISP.

Played between Joseph Maize, McDonald, Pa., and A. W. Valentine, Rock Island, Ill.

21 15	29 25	6 10	28 24	22 26
13 19	16 20	18 14	16 19	32 27
9 13	24 19	9 18	23 16	26 31
22 18	8 11	22 6	10 14	27 23
25 22	19 16	1 10	22 18	31 26
15 18	2 7	16 12	15 22	23 19
10 15	25 22	11 15	16 11	26 23
18 11	4 8	25 22	7 16	19 16
7 23	31 27	8 11	24 19	23 18
27 18	5 9	26 23	16 23	16 11
12 16	30 25	11 16	27 9	20 24

and the game was eventually drawn.

GAME NO. 45—SINGLE CORNER.

By R. W. Patterson, Pittsburg, Pa.

11 15	8 12	1 5	9 14	14 18
22 18	17 14	9 6	26 23	22 17
15 22	9 13	2 9	14 18 *a*	13 22
25 18	14 9	28 24	23 14	8 3
8 11	5 14	9 14	10 26	10 14
29 25	18 9	32 27	31 22	3 7
4 8	16 19	5 9	7 10	22 26
24 20	23 16	16 12	19 16	30 23
10 15	12 19	14 17	10 14	18 27
25 22	27 23	27 23	16 7	7 10
12 16	6 10	17 21	3 10	
21 17	23 16	23 19	12 8	Drawn.

a-This draws and corrects Game No. 39, which plays 13 17 and allows white to win. Mr. John Mulholland also gives the above correction.

GAME NO. 46—WILL O' THE WISP.

By L. J. Vair, Ravenna, O.

11 15	9 14	2 6	10 19	29 25 *c*
23 19	18 9	26 23	10 7	26 23
9 13	11 27	4 8	19 24	31 27
22 18	32 23	21 17	7 3	22 18
15 22	16 20	8 11	8 12	29 25
25 18	9 5	23 18	3 7	20 16
7 11	8 11	6 9	24 27	12 26
19 15	25 22	30 26	18 15 *a*	18 14
10 19	6 10	3 8	27 31	9 13
24 15	23 19	17 14	15 10	10 6
5 9	11 15	10 17	17 21	1 10
29 25	28 24	19 10	7 11	7 21
12 16	20 27	11 16	21 25 *b*	
27 23	31 24	24 20	11 7	Drawn.

a-In the Pittsburg *Life*, Mr. Vair draws JOURNAL Game No. 29 by this very critical and pretty play.

b-9 14, 31 7, 31 27, 7 11, 21 25, 11 15, 27 31, 26 23, 31 27, 23 18, drawn.

c-25 30 26 23, 31 27, 22 18, 30 26, 23 19, 27 24, 19 16 drawn.

d-We thought we could win by the following play, but white can draw nicely as this play demonstrates:

27 24	18 15	13 17	6 10	12 16
10 6	22 26	1 6	19 23	20 11
1 10	5 1	9 13	10 14	19 15
7 14	26 19	15 18	23 19	
29 25	10 6	17 21	14 18	
14 10	19 10	18 22	21 25	
25 22	6 15	24 19	22 29	Drawn.

Solutions to Problems.

PROBLEM NO. 21.

See Game No. 41

PROBLEM NO. 22.

12 16	3 12	12 16	9 13	15 18
24 20 *a*	20 11	11 7	17 14	B. wins.

a-Martin Joice and James Walker, of Allegheny, show an easy draw here by 8 3, 9 13, 17 14, 13 17, 24 20, which was very curiously overlooked by both Freer and Reed.

PROBLEM NO. 23.

23 18	12 19	24 15	24 27	7 10
2 6	31 26	31 24	8 3	27 23
18 15	22 31	28 12	27 31	10 1
17 22 *a*	15 11	20 24	3 7	
19 16	7 16	12 8	31 27	W. wins.

a-5 9 will also lose at this point, thus:

5 9	31 24	9 14	23 18	22 18
27 23	17 22	28 24*	17 21	14 9
20 27	24 20*	14 17	18 14	W. wins.

PROBLEM NO. 24.

30 25	24 20	11 8	9 13	24 28
16 23	23 19	13 9	11 8	30 26
24 27 *b*	31 26	8 11	13 17	28 24
23 32	18 15	9 6	8 11	26 22
15 19	26 22	11 8	17 21 *a*	24 28
32 27	15 11	6 2	11 8	23 19
25 22	22 18*	8 11	21 25	28 32
27 31*	11 8	2 6	8 11	22 18
19 23	21 17*	11 8	25 30	32 28
28 24	8 11	9 6	19 24	19 15
22 18	17 13	8 11	18 23	W. wins.

a-17 22, 19 16, 22 26, 16 12 and black draws by Sturges' well-known position.

b-Mr. Hefter shows another draw here by 15 11, but we are not yet quite prepared to admit the draw until further information regarding the problem.

We have heard from Mr. Ferrie and he finds it impossible to visit America at the present time. We will now challenge Mr. Barkir for the championship of the world and $250 a side. The details of the match will be left to Mr. Barker. By the time our readers receive the next number we hope to have the match completely arranged.

The Checker Journal.

VOL. I. PITTSBURG, PA., OCTOBER, 1894. NO. 8.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

THE BARKER-REED MATCH.

The match with Mr. Barker has not yet been made. Mr. Barker, before having seen our challenge, challenged Mr. Ferrie to a match in Providence, to which the latter has stated that he would not leave his employment to come to this country to play a match. We now expect to have all arrangements completed and articles signed within the next fortnight.

Checker Chatter.

The Brooklyn Checker Club has started the season with several team matches and, so far, met with good success. Their first match, with the Newark team, they won 10 games to 8 and 7 draws. The New York team just saved themselves from defeat by having Dr. Schaefer with them, and then only tied, the score being 10 each and 16 draws.

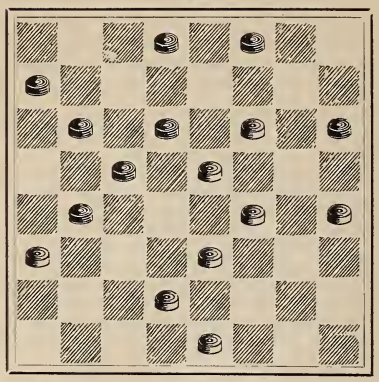
O. T. Southworth, of Eau Claire, Wis., and L. S. Head, of Minneapolis, Minn., played a match lately for $25. The conditions being that Head should win five games out of fifteen; only seven games were played when Mr. Head had scored his five games, the other two being drawn. Even this score is to Mr. Southworth's credit against such a strong player as Mr. Head.

We must take exceptions to a statement that appeared in the Derry *News* which takes the players of this city to task for the jealousy which they have towards George Sherrow, the well-known colored player of this city. It has been our fortune to have played in nearly all the checker centers in this country from Boston to San Francisco, and we have yet to find a nicer set of gentleman and where less jealousy exists than among those that play checkers in Pittsburg. The only thing, that we can see, which could be taken by Mr. Sherrow for jealousy, is the amused smile that gathers on their faces while listening to the same stereotyped excuses for not playing a game, when invited, for the past fifteen years. He has played us often, knowing we would not hurt his easily earned reputation by publishing our scores. Mr. Sherrow has published a few scores in his column, but only when he done unexceptionally well. Some scores did not look nice, for instance, during the summer this score appeared in the *Life*, Reed 1, Sherrow 0, drawn 2, but the gentleman thought it not worth the trouble to add four games played a couple of days previous and lost them all. In speaking to him about the item in the Derry *News* we informed him that we could give any player in Pittsburg the odds of the drawn games. Mr. Sherrow at once asked us to play him a match for $25 on those terms, as he had a friend from Ohio to back him for that amount. We consented, and he was see his friend. Dropping into his place a couple of days later, we inquired if had seen his friend yet, and if he was sure that he would put up the money? Mr. Sherrow replied that he was certain his friend would back him *if* he *had* the money! We are inclined to believe this to be the same friend from Ohio that was to back him against Maize some years ago and failed to materalize, and intends doing all of his backing. During the conversation Mr. Sherrow, very emphatically, informed us how it would hurt our reputation for him to defeat us and what he would say about us in the *Life*. To a suggestion that we preferred not hearing any more of the match until he had the money to put up. He said he would speak about it, and had a right to speak about it—and we agreed with him, and would have agreed with any other colored gentleman, who was shaving us with just as keen a razor as we cared about under this irrefutable persuasion.

PROBLEM NO. 29.

By Jas. P. Reed, Pittsburg.

black.



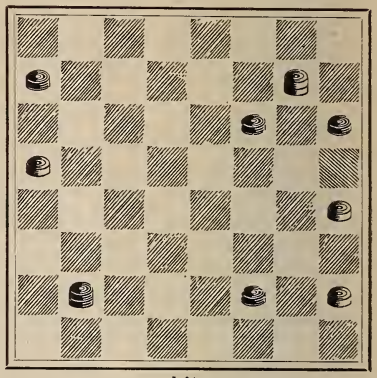
white.

Black to move and draw.

PROBLEM NO 30.

By A. H. Jeremy, Pittsburg.

black.



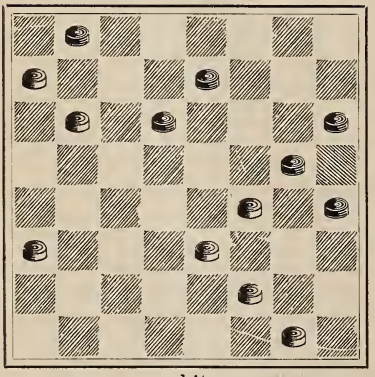
white.

White to move and win.

PROBLEM NO. 31.

By R. W. Patterson, Pittsburg.

black.



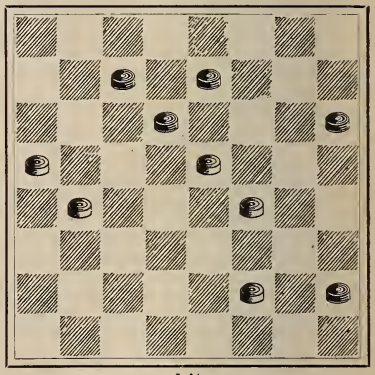
white.

White to move and win.

PROBLEM NO. 32.

By H. C. Ewalt. Pittsburg.

black.



white.

White to move and draw.

Problem No. 30 occurred in an Ayrshire Lassie game played recently by Messr. Reed and Jeremy and affords problem lovers a fine opportunity of learning that all is not always lost when apparently in danger. Mr. Jeremy destroyed Mr. Ewalt's serenity for an evening by winning Problem No, 31 just when that gentleman was certain he had a draw. Game No. 48 explains everything connected with Problem No. 31. Mr. Ewalt is always in it until the finish, and by drawing Problem No. 32. he demonstrates that it is not a bad policy.

Games.

GAME NO. 47—AYRSHIRE LASSIE.

Played in this city recently between Thos. Boyle and Alf. Jeremy.

Stillwagan's move.

11 15	15 18	6 10	15 22	18 27
24 20	22 15	27 23	26 17	31 24
8 11	10 28	9 14	11 15	12 19
28 24	25 22	18 9	29 25	24 6
4 8	11 15	5 14	15 18 *b*	2 9
23 19	26 23	30 26	12 8 *a*	17 3
12 16	8 11	1 5	3 12	
19 12	23 18	22 18	20 16	W. wins.

a-A very pretty trap.

b-2 6 draws here:

2 6	6 9	10 14	18 22	15 19
31 27	17 13	17 10	13 9	27 24
14 18	9 18	7 14	14 18	19 23
23 14	21 17	25 21	9 6	Drawn.

GAME NO. 48—FIFE.

Played between Jas. P. Reed and R. W Patterson at the Home Hotel.

Reed's move.

11 15	15 24	10 17	4 8	6 10
23 19	28 19	31 26	17 14	14 9
9 14	13 22	8 11	8 11 *a*	10 14
22 17	25 9	20 16	30 26	9 5
5 9	6 13	11 20	2 6	6 10
26 23	29 25	25 21	23 18	18 9
9 13	13 17	17 22 *c*	11 16-1	3 7 *a*
24 20	21 14	26 17	26 23	W. wins.

a-The play after this point is so pretty that we give it as Problem No. 31,

b-In Game No. 141, *Northern Leader*, the following was played between R. Armstrong and H. Richardson, of Hartlepool, England. Black King afterwards submitted variation 1 to draw, but black can get a later draw and a much better game by variation 2. *R. W. Patterson.*

7 11	17 13	16 19	15 8	10 17
21 17	3 7	23 16	6 10	3 10
1 5	19 15	12 19	8 3	W. wins.

Variation 1.

2 6	10 17	8 11	7 14	7 11
21 14	25 21	14 9	26 22	22 18
6 10	4 8	15 11	3 7	
30 25	21 14	19 10	23 19	Drawn.

Variation 2.

6 10	11 16	12 19	31 26	18 9
27 24	18 15	23 16	19 15	16 12
20 27	16 20	24 27	26 23	9 14
32 23	15 10	26 23	15 11	2 7
10 17	20 24	27 31	23 18	14 9
21 14	19 16	23 19	11 2	Drawn.

GAME NO. 49—KELSO.

Messrs. Reed and Maize played the following lively gamelet recently.

Reed's move.

10 15	23 14	15 22	27 24	7 10
21 17	8 11	25 18	10 26	15 6
11 16	24 20‡	3 8	30 16	1 10
17 14	16 19	26 22	12 19	
9 18	22 18	6 10	24 15	B. wins.

‡-The book of the International Match Games, England *v.* Scotland, gives this game, with notes, played between R. Jordan, of Edinburgh, and W. Beattie, of London:

22 18 *a*	8 15	12 8	25 30	9 14
15 22	24 20	7 10	9 6	22 26
25 18	16 19	8 3	30 25	14 9
6 10	27 23	10 14	6 2	26 31
25 9 2	4 8	3 7	25 21	9 6
10 17	23 16	18 22	2 6	31 27
25 21	12 19	26 22	21 25	6 2
1 6	32 27	5 9	6 2	27 24
21 14	8 12	7 10	25 22	2 7
6 10	27 23§	14 18	10 14	24 20
30 25	2 6	22 17	22 25	7 11
10 17	23 16	9 13	14 10	15 18
25 21	12 19	17 14	25 21	10 14
3 8	20 16 *b*	23 26	2 6	18 23
21 14	6 9	31 22	13 17	14 18
11 15	16 12	18 25	6 9	23 27
18 11	9 18	14 9	17 22	B. wins.

a-New, but seems weak; 24 20, 16 19, 27 24, 3 8, 32 27, 6 9, 22 18, 15 22, 26 17, leads to an equal game.

b-31 27 is plausible here, but no doubt Mr. Beattie saw that black could win thus:

31 27	7 14	23 16	9 14	7 2
6 9	27 23	15 19	11 7	18 22
14 10	14 18	16 11	14 17	B. wins.

§-We add this to the above very interesting play: *Reed.*

26 23	27 23	20 16	17 13	18 9
19 26	6 9	19 23	7 10	5 14
31 22	23 18	22 17	14 7	
2 6	15 19	12 19	9 14	Drawn.

GAME NO. 50—WILL O' THE WISP.

Played in this city between R. Freer, of Chicago, and Jas. P. Reed.

Freer's move.

11 15	12 16	8 12	7 16	4 11
23 19	29 25	15 11	28 19	5 1
9 13	16 20	10 14	16 23	6 10
22 18	24 19	31 27	21 17	1 6
15 22	5 9	14 23	2 7	10 15
25 18	25 22	27 18	17 14	6 10
10 15 *a*	6 10	20 24	7 11	15 19
18 11	18 15	26 22	14 5	10 15
7 23	1 6	3 7 *b*	12 16	16 20
27 18	22 18	19 15†	15 18	W. wins

†-Solution to Problem No. 25.

a-This is a great favorite of Mr. Freer's and he tried it several times against us with a number of games to both of our credits and a large number of draws.

b-In a subsequent game Mr. Freer varied thus:

12 16	21 17*	6 9	30 23	26 23
19 12	7 10	2 7	21 25	19 15
3 7	15 11	10 14	10 14	23 14
28 19	9 14	7 10	25 30	15 11
7 23	11 7	14 17	14 5	13 17
18 15	14 21	22 18	30 26	
2 7	7 2	23 26*	23 19	Drawn.

GAME NO. 51—SECOND DOUBLE CORNER.

By R. Freer, Chicago, Ill.

1 15	26 23	12 16	7 2	24 28
24 19	8 11	30 26	9 13	10 7
15 24	31 27	16 20	17 14	5 9
28 19	11 15	27 23	15 18	7 3
8 11	18 11	19 24	14 10	9 14
22 18	7 16	18 15	18 22	2 7
11 16	25 22	10 19	26 17	20 24
18 14	2 7	23 16	13 22	7 10
9 18	29 25	7 10	2 7	14 18
23 14	6 10	14 7	22 26	10 14
10 17	22 17	3 10	7 11	18 23
21 14	1 6	16 11	26 30	14 18
16 23	23 18	10 15	11 15	23 27
27 18	16 19	11 7	30 26	19 24
4 8	25 21	6 9-1	15 19	W. wins.

Variation 1.

15 18 *a*	15 19	31 26	22 26	31 27
17 13	11 16	14 10	7 11	7 3
6 10	18 23	26 22	26 31	27 31
32 28	26 22	11 15	21 17	3 8
24 27	20 24	23 27	27 32	32 27
7 2	22 17	10 7	17 14	8 12
27 32-2	32 27	27 32	32 27	27 32
2 7	17 14 *b*	7 3	14 10	12 16
10 15	27 31	32 27	27 32	
7 11	16 11	3 7	10 7	W. wins.

a-Solution to Problem No. 27.

b-At this stage Belden plays 13 9 to correct my play in Denvir & Bradt's "Second Double Corner" book.

Variation 2.

10 15	32 27	30 25	13 17	29 25
26 23	21 17	23 18	7 10	10 14
18 22	27 18	5 9	17 22	25 29
2 7	17 14	6 2	14 18*	26 30
26 22	18 9	9 13	22 25	29 25
7 10	13 6	18 14	18 22	14 18
7 32	26 30	25 21	25 29	
10 19	19 23	2 7	22 26*	W. wins.

Solutions to Problems.

PROBLEM NO. 25.

See Game No. 50

PROBLEM NO. 26.

16 12 *a*	11 16	8 3	30 26	10 14
8 11	12 8	25 30	8 12	
28 24	21 25	3 8	16 20	W. wins.

a-This corrects Game No. 653 *Inter-Ocean* which played 10 15 and only drew

PROBLEM NO. 27.

See Game No. 51.

PROBLEM NO. 28.

23 27 *a*	11 7	5 9	16 11	9 14
32 23	3 10	22 18	26 30	7 11
19 26	25 21	15 22	11 7	22 18
31 22	1 6	24 19	30 26	11 7
2 6	24 19	22 26	7 2	18 22
21 17 *b*	16 23	19 16	26 22	7 11
6 10-1	28 24	11 15	2 7	Drawn.

a-There should have been a white man on square 25 in this position.

b-This is the second correction of Dr. Brown's problem.

Variation 1.

3 7	5 9	13 22	26 31	16 19
13 9	14 5	21 17	14 7	3 7
6 13	7 10	22 26	31 27	11 16
25 21	22 18	18 14	7 3	Drawn.

The checker players of Manor Station will hold an interesting tournament on Thanksgiving Day, open to all players of Western Pennsylvania. They will give a number of handsome and appropriate prizes to the successful players that have the first seven best scores. Jos. Maize and Jas. P. Reed have signified their intentions of being present as spectators.

The checker players of the 6th and 9th wards, Allegheny, have had two team matches with eight players on each side during the past month The first match took place at the rooms of the Nonperiel Athletic and Checker Club, Preble ave., and resulted in a drawn contest. The second match took place at St. Andrews Hall, Beaver ave. and the 6th warders won by the score of 14 to 9 and 9 draws. They will again face each other Friday evening, November 9th at Hartman's Hall, Preble ave.

The Checker Journal.

VOL. I. PITTSBURG, PA., NOVEMBER, 1894. NO. 9.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

A MUDDLER MUDDLED.

We think the *Draughts World*, could it get some other person to write its articles, would add greatly to that otherwise most interesting and excellent magazine. The editor states that we allowed our temper to get the best of us in styling his article "ignorant trash." We have been through too many hard controversies to allow ourselves to become angry at it, which is yet too new in checkers and shall need considable of its verdure worn off before it can make us angry. It endeavors to distort a statement of ours that we never paraded the various champion titles, that we have held, by signing them after our name into a denial of our ever claiming to having been the champion of the world, is as laughable as it is falsely presented. In one thing he agrees with us, that is that Mr. Dunlap was perfectly honest Of course he was, hence his decision. It also says, that it heard that Mr. Dunlap regretted the decision in after days. We can say by knowledge that before making the decision he wrote us regretting that he had to make the decision, but the facts in his possession left him no other alternative. Then it comes at us again with: "perhaps no other player in America would have accepted the forfeiture under the circumstances, but J. P. Reed." Chas. F. Barker has personally informed us that he would have acted just as we did. And the fact is only too evident that we were the only person in America, aye, in the world, that could be induced to make a match with Wyllie at the time. When he says that Reed cannot explain away Mr. Patterson's action in making good the forfeit, only makes us smile. At the time Mr. Patterson wrote to us, at Chicago, his reasons for doing so, and sixteen years of friendship explains our reason for saying nothing about this affair that he desired to be buried Another statement that the match could have been arranged and gone on with, but for a statement of ours about our interests being devoted to the JOURNAL, is nonsense. Wyllie hedged himself in with the unreasonable terms of our paying to Mr. Patterson the $100 that was presented to him, and besides Mr. Patterson would not accept a present back that he had given. We would like to convert the *Draughts World* to our side of this question, and for this purpose, ask him to read Wyllie's challange to us.—(See *A. C R.*, Volume III, page. 26.) Take into consideration that articles were drawn, forfeit posted expecting Wyllie to abide by that challenge. In drawing up the articles from his challenge we calculated that by his leaving Australia, *as he stated in his challenge*, in August, 1890, he could be in this country by the first of October. And *we* put in the clause "60 days after his arrival," so the old gentleman could become perfectly acclimated. This ought to have brought the match off by December. But in January, Wyllie not appearing nor showing any likelihood of doing so, we wrote Dunlap to return the forfeit as we desired to make a match with Mr. Barker, who had in the meanwhile challenged us. Mr. Dunlap informed us, that Mr. Wyllie, in posting his forfeit stated the match *must* begin before April 1, 1891. It was then we decided to claim the forfeit, as our share being but a slight recompense for the trouble, etc., one has in preparing for such an important match, in case Mr. Wyllie did not put in appearance to play the match.

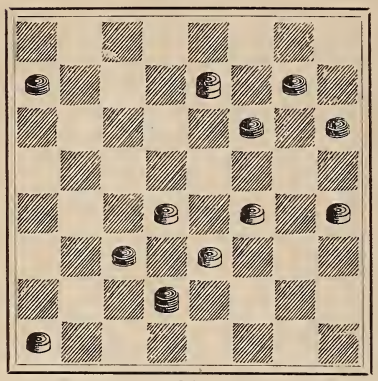
Now, Mr. Bryson, drop all sentiment and take a business view of this matter, and see what you would have done were you in Dunlap's position.

The next Scottish tournament begins in Glasgow January 1, 1895. There have have been several important changes in the rules and increase of prizes which will add greatly to its interest.

PROBLEM NO. 33.

By R. W. Patterson, Pittsburg.

black.



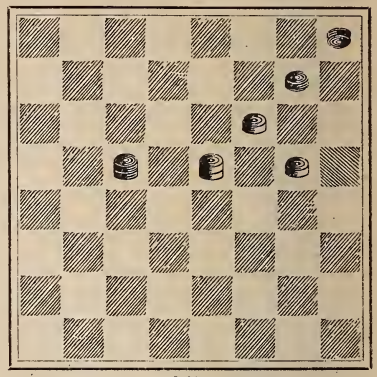
white.

Black to move and draw.

PROBLEM NO. 34.

By A. H. Jeremy, Pittsburg.

black.



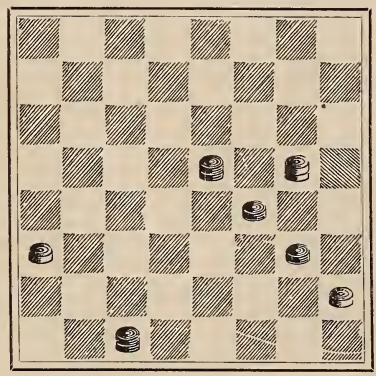
white.

White to move and win.

PROBLEM NO. 35.

By Chas. Hefter, Chicago, Ill.

black.



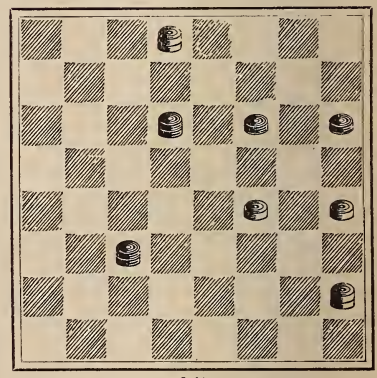
white.

Black to move and draw.

PROBLEM NO. 36.

By S. G. Veitch, Satlsburg, Pa.

black.



white.

Black to move and win.

Problem No. 33 comes from some very interesting Laird and Lady play that has been arranged by Mr. Patterson and will be given in our next issue. Mr. Jeremy won Problem No. 34 from Joe Maize in that first-class style in which experience has taught us of his being a master at end game play. Problem No. 35 was published as Problem No. 24 by Martin Joyce for white to move and win, correcting Mr. Hefter, but the latter brings new play to sustain his draw. Mr. Joice's play, however, from the point he took it up, is sound. Problem No. 36 was published in the *Dispatch* and corrects Gould's "Book of Problems." The players at Seed's thought there was something wrong in the problem, but a ten minutes study on the diagram proved that Mr. Veitch's correction to be all right.

Games.

GAME NO. 52—AYRSHIRE LASSIE.

Played between Reed and Jeremy.

Reed's move.

11 15	7 11	9 14	1 5	6 9
24 20	22 15	32 28	22 18	15 6
8 11	11 18	5 9	13 17	9 13
28 24	30 26	20 16	18 15	21 14
4 8	8 11	9 13	2 6 *a*	3 17
23 19	25 22	16 11	20 16	26 23
15 18	18 25	6 9	9 13	18 27
22 15	29 22	24 20	11 7	31 24
11 18	11 15	15 24	14 18	
26 22	27 23	28 19	23 14	Drawn.

a-Solution to Problem No. 29.

GAME NO. 53—BRISTOL.

By Robert Freer, Chicago, Ill.

The following game is from the Chicago *Inter-Ocean*, and corrects JOURNAL Game No. 36, note *b*. Mr. Denvir, the checker editor, remarks: "Mr. Freer's play is of high character, and all the more valuable from the fact that it corrects play that stood the test since 1877, and proves that Reed does not 'know it all.'" We must tip our hat to Mr. Denvir, who is by far the best checker player editing a column in America, for his compliment and really believing that we almost "know it all." Our ever increasing knowledge of the game has taught us how utterly impossible it is for any one to know but little of checkers in the short space of a life time.

11 16	23 16	1 6 *a*	20 11	21 17
24 20	12 19	16 11 *b*	23 30	3 7
16 19	29 25	7 16	6 2	17 22
23 16	11 15	22 17	14 18	7 10
12 19	20 16	6 10	2 7	15 19
22 18	15 18	17 13	10 14	11 16
9 14	17 13	15 19	11 8	19 23
18 9	10 15	13 6	14 17	16 19
5 14	32 27	10 15	21 14	22 26
25 22	6 9	30 26	30 21	10 15
8 11	13 6	3 7	7 11	18 22
22 17	2 9	27 24	19 23	19 24
4 8	26 23	7 10	8 3	26 31
27 23	19 26	24 20	10 6	15 18
8 12	31 22	18 23	14 9	22 26

Drawn.

a-The correcting move. 7 10 loses by 16 12, 1 6, 30 26, 3 7, 27 24, 9 13, 24 19, 15 24, 28 19.

b-28 24, 7 10, 16 12*c*, 3 7, 12 8, 7 11, 8 3, 11 16, 3 7, 16 19, 24 20, 19 24. 27 23,drawn.

c-24 20*d*, 15 19, 22 15, 9 13*e*, 16 11, 14 18, etc., drawn.

d-30 26, 3 8, 16 11, 8 12, 11 7, 12 16, 26 23, 15 19, 24 15, drawn.

e-19 24 loses by 25 22, 24 31, 22 17; and 14 18, by 21 17.

GAME NO. 54—PAISLEY.

Played lately at Chicago between R. Freer and Chas. Hefter,

Hefter's move.

11 16	22 26	23 26	4 8	25 22
24 19	31 22	18 15	11 4	28 24
8 11	11 15	1 6	18 11	22 15
22 18	23 18	29 25	2 6	16 11
10 14	15 19	26 30	13 17	15 8
26 22	18 14	32 27	6 10	4 11 *b*
7 10	9 18	11 16	17 21	21 25
22 17	22 15	25 22	10 14	11 15 *c*
10 15 *a*	5 9	30 25	11 15	25 30
19 10	15 11	21 17	14 17	24 19
6 22	16 20	25 18	15 18	30 26
17 10	25 22	17 14	20 16	15 18
2 6	20 24	9 13	19 23	3 8
25 18	27 20	14 9	17 22	18 15
6 22	19 23	16 19	18 25	26 22
30 25	22 18	9 2	27 18	Drawn.

a-Original to me and probably weak.

b-First position.

c-Seeing that I had the move, without further thought, expected to shorten the game by holding the king on 26. 24 19 is the proper play to win.—*Freer.*

GAME NO. 55—SINGLE CORNER.

Played in Chicago lately between Messrs. Denvir and Freer.

Denvir's move.

11 15	32 28	10 19	28 24	15 18
22 18	5 9	24 15	8 12	6 2
15 22	25 22	6 10 *b*	23 19	18 27
25 18	10 14	15 6	3 8	2 6
12 16	19 16	1 10	30 26	27 32
29 25	12 19	18 15	7 10	6 15
9 13	24 15	10 19	16 11 *a*	32 27
24 19	7 10	23 16	8 15	15 10
16 20	27 24	4 8	26 23	
28 24	20 27	26 23	13 17	
8 12	31 24	2 7	22 6	W. wins.

a-A neat and pretty way to win.

b-This variation was lately played between two Pittsburg players:

3 7	14 23	24 19	21 17	23 19
15 10	26 12	2 7	14 21	30 26
6 15	9 14	19 16	22 18	18 15
18 11	1 6	5 9	21 25	10 14
7 16	28 24	30 26	26 23	15 10
23 18	6 10	9 13	25 30	Drawn.

GAME NO. 56—BRISTOL.

By Jos. Maize, McDonald, Pa.

11 16	14 18	2 18	19 28	9 14
24 20	29 25	22 15	26 3	11 16
16 19	9 14	14 18	6 10	4 8
23 16	20 16	31 27	30 26	16 11
12 19	5 9	3 7 *b*	10 15	8 12
22 18	27 24	15 11	26 22	27 24
10 14	9 13	7 16	1 6	15 19
18 15	16 11	24 15	3 7	24 15
7 10	18 23 *a*	10 19	6 9	
25 22	11 7	28 24	7 11	W, wins.

a-In variation 152, Robertson's "Guide," this move is played and white wins as above. I submit the following play to draw:—*Maize.*

6 9	30 23	9 13	10 6	3 8
13 6	13 17	19 15	11 15	10 7
8 15	22 6	10 26	6 2	8 12
32 27	2 9	31 15	14 18	7 11
1 10	24 19	4 8	2 6	12 16
26 23	15 24	15 10	15 19	11 20
19 26	28 19	8 11	6 10	19 24

Drawn.

b-A later draw can also be made on the same variation, thus: (*Reed.*)

1 5	25 22	19 24	9 14	24 27
24 20	18 25	28 19	18 22	17 22
3 7	27 11	15 24	26 17	25 30
15 11	10 15	2 6	13 22	23 18
7 16	11 7	10 14	14 17	
20 11	6 10	6 9	22 26	
8 11	7 2	14 18	30 23	Drawn.

GAME NO 57.—CROSS.

Played at the Home Hotel between W. Baddeley and R. W. Patterson.

Baddeley's move.

11 15	19 10	9 13	18 9	16 20
23 18	7 14	32 28	5 14	18 14
8 11	24 19	13 22	31 26	20 27
27 23	2 6	25 9	14 17	14 7
4 8	30 26	5 14	21 14	27 31
23 19	6 10	29 25	10 17	23 18
10 14	26 23	8 11	23 18	31 26
19 10	11 15	25 22	7 10	18 14
14 23	22 17	3 7	28 24	26 23
26 19	15 24	22 18 *a*	11 16	
6 15	28 19	1 5	26 23	B. win.

a-Mr. Patterson suggested 22 17 here to draw, and it allows white the following neat draw:

22 17	28 19	26 22	23 19	21 14
11 15	1 6 *b*	11 15	14 18	24 27
17 13	31 26	22 17	17 14	19 15
15 24	7 11	15 24	10 17	Drawn.

b-7 11, 13 9, 11 15, 9 6, 15 24, 23 19, 24 28, 9 6 2, 28 32 2 6, drawn.

Solutions to Problems.

PROBLEM NO. 29.

See Game No. 52.

PROBLEM NO. 30.

11 15	11 15	12 19	28 24	23 26
8 11	18 23	15 31	22 17	31 22
15 18	20 16	25 22	24 19	W. wins.

PROBLEM NO. 31.

9 6*	23 18*	18 14	27 18	21 7
7 11	16 23	10 17	1 10	W. wins.

PROBLEM NO. 32.

27 24	32 27	13 9	24 15	2 25
28 32	20 16	6 22	6 2	
24 20	27 24	15 6	12 19	Drawn.

Checker Chatter.

On Thanksgiving Day, the Pittsburg players congregated at Mr. Seed's, 96 Seventh ave., and had a royal time until the wee small hours.

The players of Monongahela City and McKeesport had a team match, Thanksgiving Day. Monongahela City won by the score of 16 to 6 and 12 draws.

The tournament, at Manor Station, on Thanksgiving Day, was a great success. 14 players had entered, and the three chief prizes were captured by W. H. Binhardt, Wm. Crookston and L. Armstrong

We have delayed this number to inform the readers of the JOURNAL the progess of the proposed Barker Reed match. Although three months have passed, Mr. Barker's only reply has been one to have patience. Two weeks ago, we again wrote him that we must have a reply by the 15th of December. The time having expired, the match is now off.

The Checker Journal.

VOL. I. PITTSBURG, PA., DECEMBER, 1894. NO. 10.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P Reed, 15 Clark st., Pittsburg, Pa.

BARKER SAYS "SOMETHING."

Our friends across the water have been more than anxious, since the Wyllie-Ferrie match, to have one of our American players to go over there and be taught what they don't know about the game. The following offer from Mr Barker affords them this opportunity.

To the Draughts Editor Glasgow Herald:

SIR—It was not my intention of ever crossing the Atlantic ocean again to engage in a checker contest, but Mr. Ferrie's reply to my challenge has made me forego that determination, and, I now issue a challenge, which I sincerely hope will be accepted. The raising of the amount of the stake and expense money will, no doubt, be looked upon by some players as a game of bluff on my part, but I assure you it is not. In all my professional checker career I have never engaged in that kind of business, and I don't intend to do so at this late day. My money is ready to put up at any time.

Challenge.

8 Houghton street, Cambridgeport, Mass.
Nov. 24, 1894.

I hereby challenge any player in Great Britain—Wyllie, Martins, Jordan, Stewart, Ferrie or Richmond preferred—to play me a match at restricted play for the world's championship title on the following conditions: Said match to consist of all the possible seven moves on either side [same as last Reed vs. Barker match, 1891,] or the regular 22 openings [same as Reed vs. Barker match, 1889:] stakes to be $1000 a side, and I wil give or take $200 for expenses. This challenge to remain open just two months from date: if not accepted within that time shall come to the conclusion that no one desires to play.

I am, etc.,
CHARLES FRANCIS BARKER.

P. S.—Would like match to take place 90 days from the time of signing articles,

Mr. R. Jordan, of Edinburgh, has accepted the above challenge for $500 aside and will allow $100 for expenses. We think this is a fair and reasonable acceptance and should be accepted by Mr. Barker without any of his usual quib bling. The amount and allowance for expense are the customary stake and allowance for expenses, and Mr. Barker, nor any other person, has no right to make the stake and expenses unreasonable.

Checker Chatter.

The New York players defeated the Newark players in a team match 19 games to 7 and 14 draws.

The Providence players are arranging a tournament. Twenty-two players have signified their intention of participating in it.

A. Bryson & Co., 74 Trongate, Glagow, Scotland, have just issued a valuable appendix of corrections and additions to Fraser's "Ayrshire Lassie." Price sixpence.

The Scotch National tournament starts with 16 entries. The four leaders should be Stewart, Bryden, Buchanan and Barrir, It would be well to keep an eye on the latter player,.

December 6, Messrs. Reed, Patterson, Jeremy and Eliis visited the Ben Venue Club, Liberty ave. and Taylor st. During the evening Mr. Reed played six games without sight of the board winning 5 and 1 draw.

The New York *Tribune* speaks very highly of Harry Hughes, a sixteen year boy, as a coming player. This is pleasant news as New York badly needs some new fresh blood to help Dr. Schaefer to keep up its credit as of yore.

Any of our subscribers and exchanges that have any numbers of the JOURNAL missing, or given them as sample copies, will please let us know what copies are missing, before No. 12 is issued, and they will be supplied without cost.

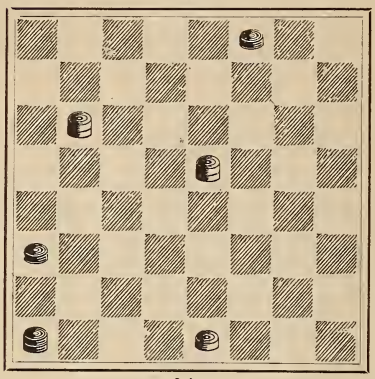
Mr. F. A. Perry, the well-known expert of East Liverpool. O., met a few of our players while in the city lately, The following were his scores:

Perry.....0; Reed.....6; drawn..... 2.
Perry.....7: Ellis.....1; drawn..... 2.
Perry.....9; Benny....5; drawn.... 13.

PROBLEM NO. 37.

By Jas. P. Reed, Pittsburg, Pa.

black.



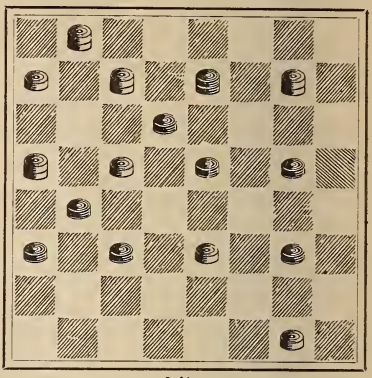
white.

White to move and win.

PROBLEM NO. 38.

By L. M. Stearns, Derry Depot, N. H.

black.



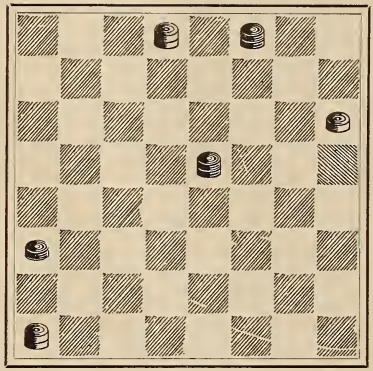
white.

Black to move and win.

PROBLEM NO. 39.

By Goe. H. Slocum, Chicago, Ill.

black.



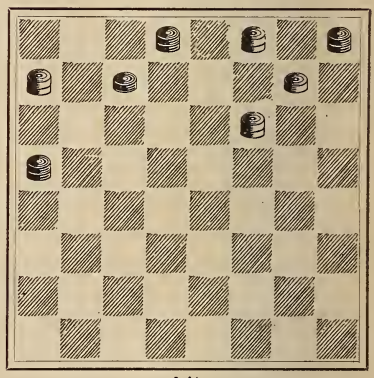
white.

Black to move and win.

PROBLEM NO. 40.

By Geo. H. Slocum, Chicago, Ill.

black.



white.

White to move and win.

An ending, at the Home Hotel lately, between Messrs. Patterson and Baddeley suggested Problem No. 37. Problem No. 38 was published in *The Week* by Mr. Stearns who offers as a prize Reed's "Praxis" for the best solution sent to him in two weeks. We were very much pleased to receive a batch of problems from Geo. H. Slocnm, the famous problemist. These problems need no comment as Mr. Slocum's reputation guarantees them to be nice and *easy*. This reminds us that Mr. Slocum use to show us all his problems at the Chicago club and generally remarked: "Take a look at this problem' it is an easy one, you will see through it in a minute." After studying from ten to thirty minutes on it we usually saw how *easy* it was!

Games.

GAME NO. 58—FIFE.

By Chas. Hefter, Chicago, Ill.

11 15	19 16	7 11	15 18	2 6
23 19	12 19	2 7	22 15	8 11
9 14	27 24	11 16	12 16	6 1
22 17	20 27	7 11	30 25 *a*	11 16
5 9	31 8	16 20	16 23	1 6
17 13	3 12	11 16	15 11*	16 19
14 18	22 17	18 22	28 19	6 10
19 16	12 16	13 9	25 22	23 26
12 19	17 10	22 26	23 27	14 18
26 23	6 15	9 6	22 18	19 24
19 26	21 17	26 31	21 17	18 14
30 5	2 7	6 2	11 7	26 22
8 11	13 9	20 24	19 16	10 6
27 23	16 19	16 11 *b*	7 10	24 19
4 8	25 21	31 26	16 11	6 1
32 27	15 18	11 15-1	18 14	19 23
15 19	17 13	26 22	17 13	10 15
23 16	18 23	2 7	10 6	23 26
11 20	9 6	23 26	11 7	15 10
24 19	1 10	7 11	6 2	26 30
8 12	5 1	26 30	7 3	10 6
25 22	10 15	11 8	14 10	30 25
10 14	1 6	30 26	27 23-2	6 10
29 25	15 18	8 12	10 14	25 21
7 11	6 2	26 30	3 8	10 6

Drawn.

a-Solution to Problem No, 35. Mr. Hefter states that the play published in Lees' "Guide" by Frank Dunne had been published by him in the *American Checker Review* in 1888.

b-2 7, 24 27, 7 10, 27 32, 21 17, 32 27, etc., drawn.

Variation 1.

21 17	22 18	11 16 *c*	31 27	28 19
26 22	2 7	27 31	13 9	27 24
17 13	24 27	7 11	19 24	Drawn.

c-7 10, 18 15, 11 18, 19 24, 28 19, 27 31, 18 27, 31 6 B. wins.

Variation 2.

13 9	27 23	3 7	10 14	14 17
10 6	2 6	9 13	9 13	9 13
9 5	23 18	7 10	18 22	
6 1	6 9-3	13 9	13 9	Drawn.

Variation 3.

6 2	3 8	2 6	13 9	9 13
18 14	6 2	19 23	1 6-4	5 1
2 6	8 11	6 2	22 18	13 17
14 17	2 6	23 18	6 13	5 1
6 9	11 16	2 6	18 14	17 22
17 13	6 2	18 22	13 9	10 6
9 6	16 19	6 2	14 10	W. wins.

Variation 4.

2 7	9 6	15 10	2 7	I 3
22 17	10 15	17 13	14 9	5 1
7 10	6 2	10 14	13 6	W. wins.

GAME NO. 59—KELSO.

By R. W. Patterson, Pittsburg, Pa.

10 15	11 15	6 10	2 6	11 16
22 18	24 19	31 26	26 23	19 15
15 22	15 24	10 17	5 9	23 16
25 18	28 19	22 13	32 28	12 19
6 10	8 11	7 10	10 14 *b*	15 11
18 14	29 25	23 18	15 10-1	19 24
9 18	11 16	16 23	6 24	6 2
23 14	26 23	26 19	28 19	14 18 *a*
10 17	1 6	3 8-4	8 11	
21 14	25 22	18 15-2	13 6	Drawn.

a-In Elementary Game No, 9, variation 1. St. Rollox and Springburn Express, Mr. W. Campbell gives this play and allows a draw. The following variations prove that Mr. Campbell did not give it the same attention that he does to his cross-board play.(*R. W. P.*)

b-A draw can be made here by 8 11 15 8, 4 11, 28 24, 9 14, 30 26, 11 15 or 14 17, drawn.

Variation 1.

28 24	4 11	13 6	15 24	2 6
8 11	24 20	11 15	23 19	
15 8	6 10	6 2	14 17	W. wins.

Variation 2.

27 24	27 22	13 9	19 16*	12 3
8 11	10 14	17 21	12 19	10 14
24 20	18 9	9 6	23 16	3 7
4 8-3	5 14	21 25	30 23	11 15
32 27	30 26	6 2	16 12	7 10
2 7	14 17	25 30	7 10	W. wins.

Varaition 3.

2 6	10 14	17 22	25 30	30 25
32 27	30 25	21 17	14 5	1 6
5 9	14 17	22 25	6 10	
27 23	25 21	17 14	5 1	W. wins.

Variation 4.

4 8	18 9	3 7	19 16	10 15
27 23	11 15	30 26	12 19	5 1
8 11	32 28	7 11	23 16	15 19
13 9	15 24	9 5	15 18	18 23
5 14	28 19	11 15	1 5	Drawn.

GAME NO .60—SINGLE CORNER.

Played between Messrs. Reed and Ellis. Reed's move.

11 15	29 25	10 19	25 22	10 17
22 18	4 8	24 15	7 10	21 14
15 22	28 24	16 19	14 7	23 32
25 18	9 13	23 16	3 10	14 10
12 16	30 26	12 19	22 17	9 14
26 22	8 12	18 14	13 22	10 1
16 20	32 28	6 9	26 17	14 23
24 19	11 16	22 18	19 23	
8 11	19 15	1 6	17 14	B. wins.

GAME NO.61— AYRSHIRE LASSIE.

Played between Mr. E. Perry, of East Liverpool, Ohio, and Jas. P. Reed.

Perry's move.

11 15	31 26	5 9	27 23	14 18
24 20	2 7	22 17	26 22	8 3
8 11	26 22	9 13	23 16	19 23
28 24	13 17	20 16	22 18	3 7
4 8	22 13	13 22	24 10 *a*	23 26
23 19	6 9	16 11	15 19	11 16
15 18	13 6	22 26	16 11	18 22
22 15	1 26	11 4	7 16	7 11
11 18	30 23	26 31	20 11	15 18
32 28	11 15	4 8	18 23	11 15
10 14	25 22	3 7	3 7	26 30
26 23	18 25	8 3	23 27	16 19
9 13	29 22	31 26	11 8	30 26
19 15	7 10	19 16	10 15	21 17
7 11	23 19	12 19	7 11	Drawn.

a-Mr. Perry said he would like white had moved 3 8; then 7 11, 16 7, 15 19, 24 6, 14 17 and black wins.

GAME NO. 62—LAIRD AND LADY.

By R. W. Patterson, Pittsburg, Pa.

11 15	18 25	9 18	26 22	23 27
23 19	30 14	23 14	20 16	2 6
8 11	13 17	7 11	22 26	27 31
22 17	27 23	15 10	14 10	6 10
9 13	2 6	11 16	26 22	31 27
17 14	23 18	19 15	10 7	10 6
10 17	17 21	16 19	3 10	27 23
21 14	26 23	24 20	15 6	6 2
15 18	11 16	19 24	5 9	23 18
19 15	28 24	27 23	6 1	15 10
4 8	16 20	24 27	9 14	21 25
24 19	18 15	23 19	1 6	2 6
6 10	20 27	27 31	14 18	25 30
15 6	31 24	10 6	6 10	6 2
1 17	6 9	31 26	18 23	30 25
25 22	32 27 *a*	6 2	10 15	2 6

and the game was eventually drawn. [*Downs v. Tyson.*]

a-The following variation was played at Buffalo, N. Y., between Messrs. Downs and Bradley.

23 18	7 11	10 7	30 26	18 15
9 13	24 20	3 10	2 7	27 11
32 27	17 22	15 6	26 31-1	16 7
13 17	14 10	25 30	7 16	22 26
27 23	21 25	6 2	31 27	19 15

and Downs resigned.

Variation 1.

5 9 *b*	18 15	27 23	15 11	9 14
7 16	31 27	16 11	8 15	2 7
26 31	23 18	23 7	18 2	Drawn.

b-Solution to Problem No. 33.

GAME NO. 63—DOUBLE CORNER.

By Jas. P. Reed, Pittsburg, Pa.

9 14	30 26	20 24	9 5 *a*	26 22
22 18	11 15	27 20	15 18	14 9 *b*
5 9	26 17	10 15	31 27	22 17
25 22	15 24	19 10	23 26	9 6
12 16	28 19	7 23	20 16	1 10
24 19	8 11	29 25	12 19	8 3
16 20	17 14	4 8	27 23	17 14
22 17	10 17	25 21	18 27	5 1
9 13	21 14	8 12	32 16	14 9
18 9	2 6	21 17	26 30	1 5
13 22	23 18	11 15	16 12	9 6
26 17	6 10	17 14	30 26	5 1
6 22	14 9	3 7	12 8	6 2

Drawn.

a-Jas. Lees in the *Draughts World* plays 31 27 and 32 28 and allows black to win. This draws and corrects his play.

b-8 3 here would lose by 22 17, 3 10, 1 6.

Solutions to Problems.

PROBLEM NO. 33.

See Game No. 61.

PROBLEM NO. 34.

18 23	25 21	30 26	10 6	11 7
25 18	22 26	17 13	18 14	5 1
23 16	18 15	26 22	6 1	7 10
29 25	26 30	15 10	16 11	
17 22	21 17	22 18	1 5	W. wins.

PROBLEM NO. 35.

See Game No. 58.

PROBLEM NO. 36.

22 26	26 31 *a*	31 27	11 16*	27 20
28 24	24 28	28 24	20 11	B. wins.

The Checker Journal.

VOL. I. PITTSBURG, PA., FEBRUARY, 1895. NO. 11.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS

Address all communications to Jas. P Reed, 15 Clark st., Pittsburg, Pa.

Checker Chatter.

Mr. J. D. Janvier denies the report that he is going to publish a book on the "Black Doctor" opening.

The English players are agitating a yearly tournament like their Scotch brethern. And why not have them?

In a letter to Mr. Seeds, lately, Mr. Patterson states: "Since Mr. Reed's return to Pittsburg the players are playing fifty per cent. better."

The New York players have been getting a bad beating lately by a stranger to them. One of their players thinks it is Jas. Hill the well-known English player.

Mr. H. C. Ewalt recently visited Columbus, O., and contested 14 games with Mr. C. C. Clark, champion of central Ohio, and was defeated 6 to 4 and 4 games were drawn.

Doctor Schaefer and James McEntee have just finished a subscription match of 30 games. The match resulted in the favor of Schaefer by the score of 7 to 1 and 22 draws.

On Wednesday, April 3, Mr. Reed will visit Columbus, G., St. Louis, Kansas City and Rock Island. He is corresponding with several other places and expects to be absent about a month.

Monday, February 4, Mr. Reed visited Massilon, O. for three days and played 71 cross-board games, winning 59, losing 2 (to Mr. James W. Carnes, of Massilon, O.) and 10 draws. He played 6 games simultaneously, blindfold, winning 1 and 5 draws. He also contested 28 simultaneously cross-board games, winning 27 and 1 draw. At another simultaneous seance of 21 games Mr. Reed won 19 and lost 2.

A. J. De Freest is rapidly making the *Clipper* the checker authority of America by his strong and to the point articles on the leading issues in checkerdom. To fill the late Mr. Dunlap's place requires a person like Mr. DeFreest and to be a clear and unbiased person that does not lose himself trying to carry water on both shoulders and in personal piques.

We have received from the publishers, A. Bryson & Co., Campbell Arcade, 74 Trongate, Glasgow, Scotland, he book of games played in the third Scottish tournament. The book contains photo-engravings of the first and second prize takers, Stewart and Buchanan, and is splendidly and instructively annotated by James Lees, of Dalmellington.

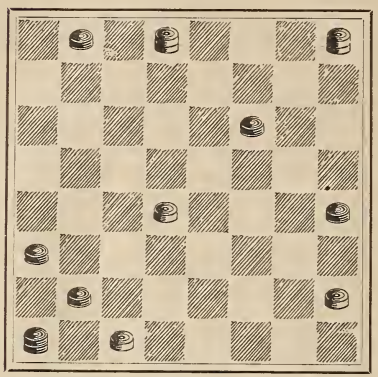
The European players are not, as expected, crawling over each other's heads to accept Mr. Barker's challenge. The stakes are unreasonably high, and it did not require any forethought to see that that much money could not be raised by any player outside of Mr. Barker, and only a short time ago it was a big and a welcome event for him to get a match for $200 a side.

A great gathering of checker players from all parts of New England assembled at 185 Washington st., Boston, Mass., Washington's Birthday, and organized the New England Checker Association with David Kirkwood, president, and G. H. Deacon, secretary and treasurer. About seventy players were present. A team match took place between the out-of-town players against the Boston players which resulted in favor of the Bostonians twenty-three to four wins and a number of draws. After a banquet Charles F. Barker, the champion player of the world, played all comers and with the exceptions of a few draws won all the games played. A well filled purse was presented to Mr. Barker by the players as a token of their esteem.

PROBLEM NO. 41.

By Jas. P. Reed, Pittsburg, Pa.

black.



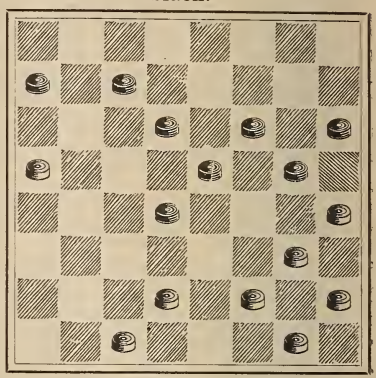
white.

White to move and win.

PROBLEM NO 42.

By Dr. D. S. Hanson, Cleveland, O.

black.



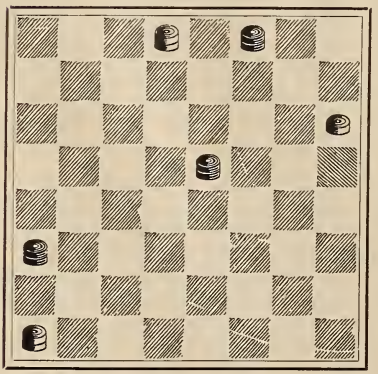
white.

White and to move win.

PROBLEM NO. 43.

By Geo. H. Slocum, Chicago, Ill.

black.



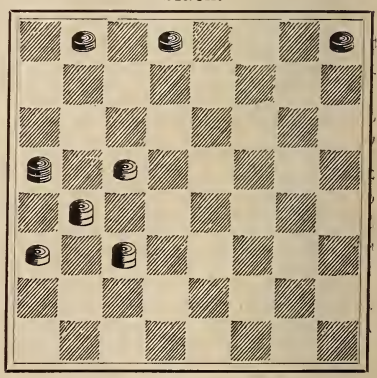
white.

Black to move and win.

PROBLEM NO. 44.

By Geo. H. Slocum, Chicago, Ill.

black.



white.

Black to move and win.

Problem No. 41 came from an ending at Wilkinsburg, while we were contesting fifteen players simultaneously, and caused great amusement to the on-lookers. Problem No. 42 by Dr. Hanson, is an ending from the single corner that the doctor won from a Cleveland player. Problem No. 43 was Problem No. 39 in our las issue, excepting the king on 21 was a man This was our mistake which we correct by setting it as Mr. Slocum sent it to us. Problem No. 44 displays one of those novel endings which come so naturally to Mr. Slocum.

Games.

GAME NO. 64—SINGLE CORNER.

By Jos. Maize, McDonald, Pa.

11 15	17 14	2 9	26 17	27 23
22 18	9 13	28 24	15 18	31 26
15 22	14 9	9 14	17 13	23 27
25 18	9 14	32 27	18 23	30 25
8 11	18 9	14 17	13 9	21 30
29 25	16 19	27 23	23 27	6 9
4 8	23 16	5 9	9 6	30 25
24 20	12 19	16 12	27 32	9 2
10 15	27 23	17 21	6 1	10 15
25 22	6 10	23 19	32 27 *b*	2 6
12 16	23 16	9 14	1 6	
21 17	1 5	22 17 *a*	11 15	
8 12	9 6	13 22	19 16	W. wins.

a-This wins and corrects Games Nos. 39 and 45, which play 26 23 and allow a draw.

b-32 28, 19 15, 11 18, 1 6 W. wins.

GAME NO. 65—KELSO.

By J. Macfarlane, Glasgow.
(*Draughts World.*)

10 15	10 17	12 19	23 26	13 17
21 17	25 21	20 16	31 22	10 14 *a*
11 16	3 8	6 9	18 25	19 23
17 14	21 14	16 12	14 9	6 10
9 18	11 15	9 18	25 30 *c*	15 18
23 14	18 11	12 8	9 6	10 15
8 11	8 15	7 10	30 25	17 22 *b*
22 18	24 20	8 3	6 2	28 24
15 22	16 19	10 14	25 21	21 25
25 18	27 23	3 7	2 6	14 17
6 10	4 8	18 23	21 25	23 26
29 25	23 16	26 22	6 2	17 14
10 17	12 19	5 9	25 22	18 23
25 21	32 27	7 10	10 14	14 18
1 6	8 12	14 18	22 25	
21 14	27 23	22 17	14 10	
6 10	2 6	9 13	25 21	
30 25	23 16	17 14	2 6	Drawn.

a-The above game to *a* was played in 1894 International Match between Mr. Jordan, of Edinburgh, and Mr. Beattie, of London. (See I. M. Games, No, 81.) Mr. Beattie called to time, here played 6 9, and lost. I submit above to draw.

b-If 18 22, 15 18 draws.

c-For the correct play to draw this game see JOURNAL Game No. 49, note §. The following play corrects Messrs. Jordan and Beattie and renders the above play useless: (*Reed.*)

13 17	30 26	19 23	22 15	15 10
10 14-1	6 2	14 18	28 24	20 16
17 21	21 25	15 19	25 30	26 23
14 10	2 7	18 27	24 20	
25 30	26 22	19 23	30 26	
9 6	10 14	27 18	7 2	B. wins.

Variation 1.

9 6	26 30	6 9	15 18	16 20
17 22	6 2	26 23	7 11	23 27
10 14	30 26	9 14	18 22	
22 26	2 6	30 26	11 16	
14 10	25 30	10 7	26 30	B. wins.

GAME NO. 66—FIFE.

By Jonn Mulholland, Wilkinsburg, Pa.

11 15	19 26	8 12	3 12	15 18
23 19	30 5	25 22	22 17	9 6 *a*
9 14	8 11	10 14	12 16	1 10
22 17	27 23	20 25	17 10	5 1
5 9	4 8	7 11	6 15	7 11
17 13	32 27	19 16	21 17	1 6
14 18	15 19	12 19	2 7	11 15
19 16	23 16	27 24	13 9	6 9
12 19	11 20	20 27	16 19	
26 23	24 19	31 8	25 21	W. wins.

a-In Game No. 58 17 13 is played here and only draws. This wins and corrects that game.

GAME NO. 67—GLASGOW.

Played in the subscription match in New York between James McEntee and Dr. Schaefer.

McEntee's move.

11 15	26 17	7 11	32 28	31 27
23 19	3 7	31 27	16 19	16 11
9 14	28 24	4 8 *c*	25 22 *b*	27 23
22 17	7 16	17 13	11 15	11 7
8 11	24 20	10 15	7 3	10 15
25 22	16 19	22 17	6 10	22 17
11 16	29 25	12 16	3 12	23 19
24 20	2 7 *a*	17 10	19 24	13 9
15 24	26 23	15 19	28 19	5 14
20 11	19 26	10 7	15 31	17 10
7 16	30 23	19 26	12 16	19 23

Drawn.

a-This is a new and original move, but would not recommend it for cross-board play.

b-7 3, 8 12, 3 8, 11 15, 27 23 and white could have won.

c-6 9, 17 13, 11 15, 13 6, 15 18 draws here

GAME NO 68—CROSS.

Played in this city between Jas. P. Reed and W. J. Barton. Mr. Reed playing without sight of the board.

Barton's move.

11 15	18 25	26 31	17 21	28 32
23 18	29 22	21 17	11 8	7 10
8 11	9 14	31 26	21 25	32 28
27 23	26 23	15 18	8 3	10 15
4 8	3 7	26 31	25 30	28 24
23 19	22 17	18 23	18 22	15 18
10 14	7 11	6 9	6 2 *a*	24 28
19 10	17 10	28 24	14 10	23 27
14 23	11 27	9 13	2 7	28 32
26 19	31 24	17 14	10 6	18 23
7 14	6 15	13 17	7 11	32 28
30 26	19 10	23 18	6 2	27 32
11 16	8 11	31 27	11 15	5 9
19 15	10 7	24 19	2 6	23 18
16 20	11 16	27 24	15 19	28 24
22 17	24 20	19 15	6 10	22 17
20 27	16 19	24 19	19 23	9 13
17 10	7 3	15 10	10 14	17 22
2 7	19 23	12 16	23 27	24 28
32 23	3 7	20 11	14 18	18 23
7 14	1 6	19 15	27 32	28 24
23 19	7 11	18 23	18 23	32 28
14 18	23 26	15 6	32 28	
25 22	11 15	23 18	3 7	W. wins.

a-Mr. Barton could have drawn had he played 6 9, 14 10, 9 13, 10 6, 5 9.

GAME NO. 69—ALMA.

By Jas. Lees.

(*Draughts World.*)

11 15	7 11	2 7	8 15	15 18
23 19	23 18 *a*	24 15	22 17	24 15
8 11	16 23	7 10	14 18	23 26
22 17	17 13	31 27	17 14 *c*	30 23
3 8	10 14	10 19	18 22	18 27
25 22	24 20	27 24	14 10	32 23
11 16	15 19 *b*	11 15	9 14	6 9
26 23	27 24	18 11	10 7	B. win.

a-Drummond, in his edition of 1861, gives this play as a loss, but his play is faulty in various branches, as draws have been shown at several points. The win, however, can be sustained. It is somewhat curious that such a master of draughts strategy as Dr. J. Brown should have proposed this a *winning* move for white. His play was given in Vol. IV, *Leeds Weekly Draught Player*, but the critics soon made short work of the white win.

b-Corrects Game No. 87, variation 2, Vol. IV., *American Checker Review*. This will show our American contempories that they are wrong in thinking this line tenable for white.

c-It is somewhat curious that such a master of compilation as Mr. Lees should not have been aware that all this play was published in Baker & Reed's "Alma," and also, all the corrections that have been published in the *Draughts World*, and more, were published in the supplement to the "Alma." Perhaps the following play might make the American contempories right in this matter, but we believe we can still make black win when we can give it the necessary time to work out the win. (*Reed.*)

29 25	20 11	25 18	24 15	30 23
12 16	18 22	15 22	23 26	6 9

Drawn.

Solutions to Problems.

PROBLEM NO. 37.

15 11	25 30	24 20	29 25	11 7
29 25	26 22	25 29	24 27	
31 26	21 25	20 24	25 18	W. wins.

PROBLEM NO. 38.

16 19 *a*	15 18	22 25	24 27	7 3
23 16	6 15	15 29 *b*	13 22	B. wins.

a-7 2. 14 7, 2 4, 6 10, 15 19, 32 28 Drawn,

b-In composing this problem, Mr. Stearns undoubtedly overlooked that his solution is impossible by white here jumping 13 29, 24 27, 32 23, 18 27.

PROBLEM NO. 39.

This problem was set wrong. See Problem No. 43.

PROBLEM NO. 40.

3 7	5 1	11 15	1 6	6 8
13 17	6 9	2 18	4 11	W. wins.

The Checker Journal.

VOL. I. PITTSBURG, PA., MARCH, 1895. NO. 12.

THE CHECKER JOURNAL.

JAMES P. REED, EDITOR.

TERMS PER ANNUM, 50 CENTS.

Address all communications to Jas. P. Reed, 15 Clark st., Pittsburg, Pa.

VOLUME ONE.

This number finishes the first volume of THE CHECKER JOURNAL. We feel greatly gratified in having gathered the highest class of problems and games that have ever been published in any other checker magazine.

The next volume will be enlarged to eight pages and the subscribtion price to seventy-five cents per volume. It will continue to give the same fine variety of problems and games, and its increased size will enable us to publish many items, heretofore, impossible for lack of space.

AN AUTHORITY.

Some time ago M. F. Clouser, checker editor of the New York *World*, wrote the *Draughts World* that he considered Dunlap's Wyllie-Reed decision unjust, and he never recognized either Reed or Barker as champions of the world.

In Febraury, 1891, we received a letter from Mr. Clouser advising us not to let up on Dunlap in our demand for the Wyllie-Reed forfeit, as we were entitled to it, but no matter which way Dunlap decided *he would be against Dunlap's decision,*

Mr. Clouser is considered an authority on checkers, and should any of our readers get mixed in any checker controversy, we advise them to submit it to that gentleman who will have no trouble in making you a favorable decision.

Checker Chatter.

Reed's "Single Corner" 25 cents, Reed's "Cross" 15 cents and Reed's "Praxis" 10 cents, Don't be without them.

Another Scotch-English international team match has been arranged to commence April 13 with ten players aside.

A checker match of 20 games is being arranged to take place between James McEntee and A. J. DeFreest at the West Side Club, New York City.

Mr. Reed will visit Wellington, O., Canton, O., Columbus, O., St Louis, Kansas City, Mo., Rock Island and Princeville, Ill. on his trip, which commences at Wellington Tuesday, April 2.

Charles Lawson has challenged John Cairns, the present champion, to play a match of 12 games for the championship of Rhode Island and a gold medal presented by the Providence club. He accepted the challenge and the match will commence Saturday, March 30.

Charles Van Loon, a 17 year old youth of Athens, New York, recently visited New York City and played Messrs. Day, James McEntee, Gallagher, Clouser and others. He defeated each of them, the total score being Van Loon 40, all others 16 and 20 draws. Charles Ellsworth, a very strong blind player, defeated him 4 games and 1 draw.

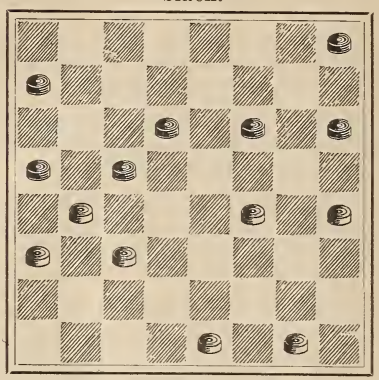
We again state that the *Draughts World* could it get some other person to write its articles, would add greatly to that otherwise most excellent and interesting magazine. No further proof of this is required than the grammatical trash in its last number, which will be answered in our nezt number, and will close all further talk about the world's championship by us, unless across the board.

Simultaneous blindfold playing is apparently very popular to our friends across the ocean at present. To beat Strickland's record of 20 games. William Campbell, at Glasgow, recently played 21 games, and won 11, lost 2 and 8 draws. Then "Our Willie" Gardner does not let the other Willie's record stand only a few days, and goes him better by playing 22 games and won 14, lost 3 and 7 draws.

PROBLEM NO. 45.

By R. W. Patterson, Pittsburg, Pa.

black.



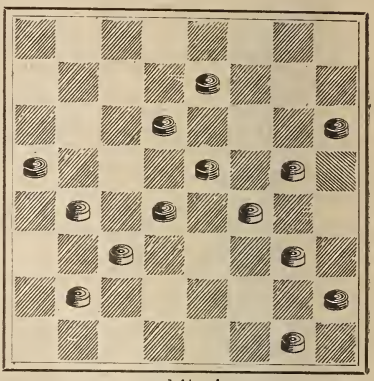
white.

White to move and draw.

PROBLEM NO. 46.

By A. C. Johnston, Pittsburg, Pa.

black.



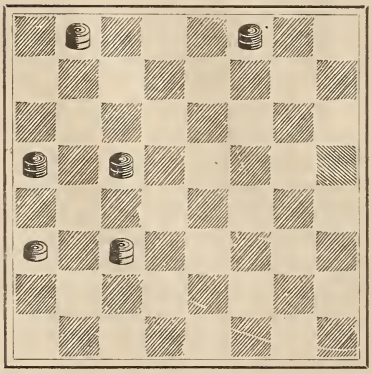
white.

Black to move and draw.

PROBLEM NO. 47.

By Geo. H. Slocum, Chicago, Ill.

black.



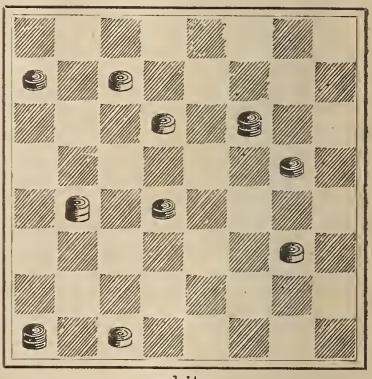
white.

White to move and draw.

PROBLEM NO. 48.

By L. J. Vair, Ravenna, O.

black.



white.

White to move and win.

Problem No. 45, by Mr. Patterson, is one of those narrow draws that the average player is not looking after. Mr. Johnston, very provokingly drew Problem No. 46 with Mr. Reed, when the latter thought he had a "sure thing." Problem No. 47, by Mr. Slocum, squeeses a draw from a position which appears to lose by the "first position." M. Vairr, while one of our subscribers, neglects us, entirely in sending around those nice strokes which he favors so many newspapers all over the country. Problem No. 48, from the Providence *Journal* shows that we have not neglected him.

Games.

GAME NO. 70—EDINBURGH.

From the Scottish Championship Book of Games, and played between Messrs. Wilson and Stewart.

Wilson's move.

9 13	13 22	1 5	11 16	16 19
22 18	26 10	24 19	20 11	7 11
10 15	7 14	9 13 *a*	8 31	27 23
25 22	30 26	31 26-1	7 2	11 4
6 10	15 22	3 7	31 27 C	23 30
24 20 A	26 10	32 27 B	23 18	22 18
5 9	2 7	14 17	4 8	30 26
27 24	29 25	21 14	18 15	18 14
10 14	7 14	7 10	12 16	26 23
22 17	25 22	14 7	2 7	14 10

Drawn.

A-A comparatively new line, original, we believe, with James Ferguson, Murthly.

B-Loses; the following gives white an equal game:

28 24	13 17	24 15	18 22	11 7
7 10	22 13	18 27	23 18	
32 28	15 18	16 11	22 26	
11 15	19 15	14 18	18 14	
20 16	10 19	26 23	26 30	Drawn.

C-Mr. Wilson points out that he missed a win here:

12 16	7 10	31 27	26 22	26 19
2 7	8 12	22 18	31 26	11 20
4 8	10 15	27 31	16 11	19 23

B. wins.

a-We add the following interesting variations to the above play: (*Reed.*)

14 18	26 22	15 24	2 6	27 31
22 15	3 7	28 19	15 24	22 17
21 27	22 17	4 8	6 15	31 26
32 23	7 10	9 6	5 9	17 10
9 14	17 13	8 11	15 18	26 19
31 26	11 15	6 2	24 27	10 6
8 11	13 9	11 15	18 22	9 14

Drawn.

Variation 1.

28 24	8 15	21 14	30 26	15 11
3 7	20 16	10 17	23 18	30 25
31 27	15 18	24 20	17 22	11 8
7 10	16 11	22 25	18 15	4 11
22 18	18 22	27 24	22 25	19 16
11 15-2	11 7	25 30	7 3	
18 11	14 17	32 28	25 30	Drawn.

Variation 2.

5 9	18 15	17 22	2 6	13 17
20 16	13 17	6 2	9 13	
11 20	15 6	22 25	6 9	W. wins.

GAME NO. 71—BRISTOL.

By W. H. Craig, Grove City, Pa.

11 16	25 22	18 23	15 8	3 10
24 20	14 18	11 7	8 11	20 16
16 19	29 25	2 18	28 24-	13 17
23 16	9 14	22 15	19 28	27 23
12 19	20 16	14 18	26 19	18 27
22 18	5 9	31 27	6 9	32 23
10 14	27 24	1 5	19 16	10 15
18 15	9 13	24 20	10 14	
7 10	16 11	8 11 *a*	16 7	B. wins.

a-In note *b*, Game No. 56, by Mr. Reed 3 7 is played here, and a draw is allowed This corrects him and also variation 152 "Robertson's Guide."

Variation 1.

27 24	10 19	22 15	13 17	30 23
3 8	26 22	11 18	21 14	18 27
24 15	6 9	20 16	23 26	B. wins.

GAME NO. 72—BRISTOL-CROSS.

Played in the third Scotch tournament between Messrs. Jackson and M'Kelvie.

Jackson's move.

11 16	17 14	8 22	20 11	17 14
23 18	18 22	27 24	26 30	32 27
10 14	26 17	19 23	11 8	12 16
18 15	13 22	24 19	30 25	27 24
7 11	30 25	4 8	8 3-1	16 20
24 20	3 7	28 24	25 21	24 19
11 18	25 18	8 12	3 7	28 24
22 15	6 10	24 20	21 17	19 16
16 19	15 6	23 26	14 10	24 28
25 22	1 17	19 15	6 15	15 19
14 18	21 14	2 6	7 10	28 32 *a*
22 17	12 16	15 11	15 18	31 27
9 13	20 11	7 16	10 15	W. wins.

a-Mr. Jackson could have won here by the following: (*Reed.*)

14 17 *b*	18 23	7 3	15 11	24 20
19 15 *c*	15 19	32 28	29 25	9 14
17 21	21 17	31 27 *d*	5 9	12 16
16 11	19 26	14 10	25 22	11 15
28 32	17 21	3 8	32 28	16 12
11 7	26 17	10 15	27 24 *e*	27 31
	21 14	8 12	32 27	B. wins.

b-Mr. Jas. Lees gave 14 10 here and allowed white a draw.

c-If 16 11; then 18 23, 19 26, 17 13, 26 17, 13 22 and win by position.

d-3 8, 28 24, 8 11, 24 19, W. wins.

e-27 23, 32 27, 22 18, 27 24, W. wins.

Variation 1.

Mr. Lees also showed a draw at this stage, as follows.

31 26	31 26	14 10	15 11	1 6
22 31	22 18	22 15	8 3	
25 22	26 22	10 1	12 16	Drawn.

GAME NO. 73—GLASGOW.

Contributed, with notes, by R, W, Patterson, Pittsburg, Pa.

11 15	20 11	2 7 *a*	18 9	15 24
23 19	7 16	26 23-1	5 14	28 19
9 14	27 11	19 26	23 19	10 15
22 17	3 7	30 23	1 5	19 10
8 11	28 24	7 11	31 26 *b*	12 19
25 22	7 16	22 18	4 8	10 7
11 16	24 20	6 9	32 28	14 18
24 20	16 19	25 22	11 15	Sweeney
15 24	29 25	9 13	20 16	won.

a-In Game No. 67, McEntee-Schaefer, you call 2 7 a new and original move, but it was played seven years ago by J. A. Sweeney on ex-champion Dr Clute, In the *Bee Line Gazette*

b-A nice draw can be made here. See Problem No. 45.

Variation 1.

31 27 *c*	12 19	26 23	31 26	14 10
14 18	25 22*	19 26	15 8	15 6
22 15	4 8	30 23	7 11	8 15
19 24	22 18	24 27	8 3	9 14
27 23	8 11	23 19	26 22	15 19
10 19	17 14	27 31	3 8	6 9
23 16	6 9	19 15	22 15	Drawn.

c-Dr. Clute says this is the best move, but Mr. Sweeney thinks he should have won this variation with the blacks. Mr. Sweeney must have thought well of 2 7, but you do not concur. Could not "Martins' Rest" be played In answer to it? (*R. W, Patterson.*)

We are inclined to agree with Dr. Clute that 31 27 is the best move here, and 20 16 at * is a very much stronger move. "Martins Rest" can be played safley, but requires more delicate playing.

GAME NO. 74—SINGLE CORNER.

Played in this city between George L. Ellis and James P. Reed.

Ellis' move.

11 15	7 11	17 22	6 10	21 25
22 18	18 15	26 17	9 6	2 7
15 22	11 18	18 22	10 14	8 12
25 18	22 15	15 10	6 2	7 11
8 11	14 18	6 15	14 17	13 17 *a*
24 19	23 14	19 10	13 9	27 23
11 16	9 18	2 6	1 5	20 27
28 24	21 17	10 7	9 6	31 24
16 20	5 9	3 10	5 9	16 20
29 25	17 13	17 14	2 7	10 14
4 8	9 14	10 17	9 13	20 27
32 28	30 26	21 14	7 10	14 30
10 14	14 17	12 16	17 21	
26 22	25 21	14 9	6 2	W. wins.

a-25 30 would draw easy.

Solutions to Problems.

PROBLEM NO. 41.

4 8	16 19	2 6	10 19	16 23
11 16	12 16	1 10	30 26	
8 12	19 23	18 15	23 30	W. wins.

PROBLEM NO. 42.

27 23	5 9	26 19	14 18	21 17
18 27	23 19	9 14	25 21	
32 23	16 23	30 25	18 22	W. wins.

PROBLEM NO. 43.

15 10	14 18	23 27	21 17	27 24
2 7	11 16	11 15 *a*	12 8	18 23
10 14	18 23	3 7	7 11	17 22
7 11	16 11	15 19	8 3	B. wins.

a-3 7, 12 8, 7 3, 16 12, 27 23 B. wins.

PROBLEM NO. 44.

1 6	1 5	7 3	5 1	11 7
14 9	28 32	1 5	24 28	5 1
6 10	5 1	2 7	1 5	7 3
9 5	32 28	5 1	28 32	1 5
4 8	1 5	7 11	5 1	2 6 *b*
5 1	28 24	1 5	32 28	5 9
8 11	5 1	3 7	1 5	6 1
1 5	24 19	5 1	28 24	9 6
11 16	1 5	7 2	5 1	3 7
5 1	19 16	1 5	24 19	6 15
16 19	5 1	11 16	1 5	7 10
1 5	16 11	5 1	19 16	15 6
19 24	1 5	16 19 *a*	5 1	1 10
5 1	11 7	1 5	16 11	
24 28	5 1	19 24	1 5	B. wins.

a-We very much regret that a double solution spoils the beauty of this splendid problem, thus : 2 6, 1 5, 6 I B. wins. [*S. Rogers.*]

b-Several correspondents have played 2 7, 5 1, 10 14, 17 10, 7 14 and win by "first position" at this point, but it only draws. See Problem No. 45.

LC ACQUISITIONS
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